Subject: GUI states
Posted by Andrew[2] on Tue, 31 May 2005 04:56:25 GMT
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Hi all,

I have written an interface (in IDL) to the AFRL moderate resolution transmittance (MODTRAN) code and have been testing it for some time now. I am reasonably happy with it although I do not like how long it takes to load some of the data (couple of seconds).

The data for the various inputs are all passed around via a pointer variable which contains a large number of structures, and which also contain pointer variables (the size of the data arrays is required to be dynamic in some cases depending on what the user does). This generally works well except in a few instances where the component (read card2 and its off-shoots for MODTRAN users) of the application is using a large chunk of the data in the pointer. I assume this is because the GUI is holding all this data in memory and then passing it back and forth as required.

I was considering using the SAVE and RESTORE commands within the GUI to access the data instead (when required rather than having it always held in memory) i.e. in my various event handling routines I would restore the save file, make the required changes to the variable/s in question and then SAVE the state data. Does anyone know if this would possibly help speed things up a bit or am I just increasing the amount of overhead I will have to deal with?

I am asking first before trying as someone may have had similair problems, and it is a rather large change to make (time consuming not technically difficult).

Cheers
Andrew