
Subject: Re: GUI states

Posted by [Andrew\[2\]](#) on Fri, 03 Jun 2005 01:41:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Thomas,

thanks for the info. Thought that might be the case. Yeah I have set /NO_COPY although I may not have been as rigorous as I should be. I will double check the code.

Cheers
Andrew

Thomas Pfaff wrote:

> Hi Andrew,

>

>> 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 similar
>> problems, and it is a rather large change to make (time consuming not
>> technically difficult).

>>

>> Cheers
>> Andrew

>>

>

> I'm not sure, if I understood your problem completely, but I would
> definitely say that writing and restoring to disk should take much
> longer than manipulating data in memory. Well, as long as you have
> enough memory - otherwise the OS would do the swapping automatically.

>

> When passing around variables in a GUI do you use the /NO_COPY keyword

> like in
>
> WIDGET_CONTROL, event.top , GET_UVALUE=info, /NO_COPY
>
> Otherwise whatever is stored in the uvalue would be copied before being
> assigned to the variable info.
>
> However, if you just pass a pointer around, that shouldn't be the problem...
>
> Cheers,
>
>
> Thomas
