Subject: Re: GUI states

Posted by Thomas Pfaff on Wed, 01 Jun 2005 14:44:02 GMT

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## 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 similair
- > 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

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