

---

Subject: Dereferencing a large array in a structure  
Posted by [Braedley](#) on Tue, 26 Sep 2006 19:41:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In one of my widget programs, I have a tab widget, and the bases that belong to it store a fair amount of data concerning that tab in their uvalues. When a tab is selected, all the data in the uvalue must be dereferenced and loaded into common block variables. This was done so that other widgets within the program have quick and easy access to the data of the currently open tab.

Enter the problem: Some of the data can be very large. One field in the uvalue structure can be as large as a 20 by 50000 double array (or larger), and it obviously can take some time to copy, especially with memory running low with other similarly large structures for other tabs. I've already set the no\_copy keyword in calls to widget\_control when setting and getting the uvalues to help reduce the load on memory and help out with some speed, but the million element array still needs referencing into the structure to be set, and dereferenced from the structure of the newly selected tab, which is taking up a large portion of the time spent. Are there any faster ways of doing this? Bonus points for reducing the load on memory and not making me rewrite every subwidget (ie not messing with the common blocks).

---