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Subject: Re: large info structure?

Posted by [Wox](#) on Wed, 03 Oct 2007 08:06:28 GMT

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On Tue, 02 Oct 2007 15:10:57 -0000, markb77@gmail.com wrote:

> I've finished writing the front end and now I'm in the process of  
> adding some analysis. What I'm noticing is that the info structure  
> that gets passed around between event handlers is getting to be very  
> large. Mine is up to 130 variables, at the moment.

How does this "info structure gets passed around between event handlers?" Where is this stored? Are you worried by the program copying this large structure on every event?

I'm not sure what your situation is, but suppose you have the info structure stored in the top level widget, you can access it without copying, like this:

```
pro event_handler,ev
widget_control,ev.top,get_uvalue=infostruct,/NO_COPY
...[handle event: make sure there is no return here!...]
widget_control,ev.top,set_uvalue=infostruct,/NO_COPY
end
```

If you don't like the /NO\_COPY idea, you can for example have a pointer (created with `ptr_infostruct=ptr_new(infostruct)` ) to your info structure as UVALUE of the top level widget:

```
pro event_handler,ev
widget_control,ev.top,get_uvalue=ptr_infostruct
...[handle event: reffer to fields as (*ptr_infostruct).(i) ]...
end
```

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