Subject: Re: large info structure?

Posted by Michael Galloy on Tue, 02 Oct 2007 17:52:07 GMT

On Oct 2, 9:10 am, mark...@gmail.com wrote:
> Hi,
>
> I'm writing a widget application which will serve as a data analysis
> platform for scientific image data. The idea is that after loading
> the image, there are many different types of analysis that the user
> may wish to run on it, and this application will support them all.
> There will be an 'Analysis' dropdown menu, for instance, with several
> options. I also want to make it easy to add new analysis methods to
> the program.
>
> 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.
>
> Does anyone have a strategy to suggest for dealing with this type of
> situation? I'm worried that this info data will spiral out of
> control. I was thinking that I could break down the info data into a
> bunch of smaller structures, and hold pointers to each of those
> structures in one higher level info structure..
>
> thanks,
> Mark

Not sure what you are storing, but you can eliminate storing any
widget identifiers by giving each widget you want to store a UNAME:

  myWidget = widget_draw(parent, uname='my_uname', ...)

and then using:

  widgetID = widget_info(event.top, find_by_uname='my_uname')

to get the ID later when you need it.

Mike
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