
Subject: large info structure?

Posted by [markb77](#) on Tue, 02 Oct 2007 15:10:57 GMT

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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
