
Subject: Re: large info structure?

Posted by [David Fanning](#) on Fri, 05 Oct 2007 02:44:04 GMT

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markb77@gmail.com writes:

- > It isn't the actual size of the info structure that I'm worried about,
- > it's the sheer number of entries in it. I tend to get lost in pages
- > and pages of variables...

I've written a couple of what I consider to be fairly big applications, but I don't remember pages and pages of variables. Much closer to 100 than to 1000, certainly. Although, I just counted 90 in PSConfig, which is the last big program I wrote before I learned how to write with objects in a sensible way. Maybe 1000 is not far out of the ballpark. :-(

Cheers,

David

P.S. Let's just say, if I were to write PSConfig over, I'm certain it wouldn't have anywhere close to 90 variables in the info structure. And I second JD's call to get rid of the NO_COPY keyword. There are MUCH better ways to pass information around in widget programs!

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
