
Subject: ASSOC vs SHMMAP vs POINT_LUNs vs READ_BINARY?

Posted by [David Higgins](#) on Mon, 07 Dec 2009 15:54:57 GMT

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I have a large multidimensional array. I want to sort it, without doubling the memory requirement by making a same-size array and copying data over, sections at a time.

I hear about:

- ASSOC? But the raw data is not in large consecutive chunks. Does this preclude its use?
- SHMMAP? Seems very low-level and risky without experience.
- READU and lots of POINT_LUNs? Would this execute slowly?
- READ_BINARY with the TEMPLATE keyword? I should like to hard-code the template rather than use the BINARY_TEMPLATE GUI. I suppose this is possible?

I am guessing that READ_BINARY with TEMPLATE is the best option, to read in the data in a sorted manner straight away, assuming I can write my own template so no user interaction is required. Is this right? Thanks in advance.

Dave
