
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

Subject: Re: large info structure?

Posted by [markb77](#) on Fri, 05 Oct 2007 01:06:39 GMT

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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...

Mark

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!

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: large info structure?

Posted by [David Fanning](#) on Fri, 05 Oct 2007 03:01:38 GMT

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David Fanning writes:

> 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!

After getting a beer and thinking about this some, I have to admit teaching about this is a VERY good way to introduce the TEMPORARY function. And I don't think you can really appreciate the most important parts of the Pointer Tutorial without understanding the role of NO_COPY. So I guess I'd probably still teach it, but abandon it fairly quickly after I exhausted its pedological properties. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: large info structure?

Posted by [markb77](#) on Fri, 05 Oct 2007 19:07:31 GMT

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Ok, I'm starting to see where you guys are coming from. I pulled out David's book and read the last chapter. Very intriguing. I'm already using object graphics, and I love not having to keep track of all the details that are stored in IDL graphics objects. I can see how this concept fits well with what I'm trying to do.

I wish I had two more chapters of David's book : Chapter 14 where he integrates objects with widget programming and IDL object graphics, and Chapter 15 where he actually writes my application for me :)

Mark

Subject: Re: large info structure?

Posted by [R.Bauer](#) on Wed, 24 Oct 2007 18:06:20 GMT

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markb77@gmail.com schrieb:

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>

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> platform for scientific image data. The idea is that after loading
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> 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
>

Hi

lots of comments already. I am not sure if you know uname and that you
can get quite everything back you added to widget elements. So the
question is why do you like to duplicate this data?

cheers
Reimar

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