
Subject: Re: How to read file into Memory
Posted by [spidertp](#) on Fri, 12 Oct 2007 06:08:06 GMT
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Thank you Mirek for your answer.

Quote:Well, I would use Buffer:

```
Buffer<object> table1(10*1024*1024);
```

I read Container Tutorial but not "Overview of U++ containers - NTL" and I was not aware of Buffer container.

Quote:BTW, are you aware that the allocation will most likely be `sizeof(object) * 10MB` (not only 10MB, if `sizeof(object) > 1`)?

Well, I'm dividing 10MB by `sizeof(object)` and then creating table with number of objects which can fit inside.

Quote:Well, using `new` / `delete` is not wise, anyway it should work, what problems exactly do you have?

I think I had problems with `delete` operator because I used `delete` and not `delete[]` operator. I had exceptions in `FreeDebug` function.

Thank you or your help and keep doing good work on UPP!

Best regards

Tomasz

Ah, I have one more question about debugging - how can I see specific object in a table or vector?

For example:

```
struct MyStruct
{
    float table[100];
    String text;
}

main
{
    ...
    MyStruct myTable[100];
    Vector<MyStruct> myVector[100];

    myVector[99].table[1] = 15.5;
    ...
}
```

```
}
```

In debugging mode, in Explorer I write:
myVector[99]

and he says

Quote:

Invalid operand.

Only writing myVector is OK, but how can I see specific item in it? Only LOG or DUMP?
