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Subject: Re: Large data ahead

Posted by [Tom1](#) on Wed, 30 Jan 2019 10:50:03 GMT

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OK, I see. I agree it is a stupid thing to waste RAM for storing a whole lot of zeros. Efficiency and speed must be considered in every step along the way and this is one of those steps.

As you pointed out, this is really a "99.999% of 32 bit and 0.001 % of 64 bit" -type of situation, so maybe I should first consider using `Buffer<T>` instead of `Vector<T>`. This may be beneficial from multiple points of view after all...

Thanks for your insight. :)

BR, Tom

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