Subject: Re: Know what you're using. Size of some common types.
Posted by Lance on Wed, 29 Dec 2021 00:42:34 GMT
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Agreed. Here the waste on suboptimal alignment (or possible gain by rearrange member vars to arrive at the least waste on padding) is insignificant comparing to the size of the object(of the class).

I do believe we should pay some more attention to the order we declare struct/class member variable to arrive at more efficient memory usage. I come across bitfields separated by other type of variable once in a while. The ScrollBar class is an example of this.

```
private:
 int    thumbpos;
 int    thumbsize;
 bool   horz:1;
 bool   jump:1;
 bool   track:1;
 int    delta;
 int8   push;
 int8   light;

 Button  prev, prev2, next, next2;
 int    pagepos;
 int    pagesize;
 int    totalsize;
 int    linesize;
 int    minthumb;
 bool   autohide:1;
 bool   autodisable:1;
 bool   is_active:1;
```

But this are overall of a less degree of concern. The percentage saving is usual immaterial.