Subject: Re: Know what you're using. Size of some common types.
Posted by Lance on Fri, 07 Jan 2022 16:44:17 GMT
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Assuming the proposed data reorganization for Ctrl and Pusher & Button are both applied, sizeof(Button) will be reduced 16 bytes from 224 to 208 (on 64bit platforms). By ridding of the 4 contained Buttons, each ScrollBar object will be using 4x204=832 less bytes.

Use second case of uppsrc/ide on 64 bit platform for example, compacting Ctrl to save 8 bytes each will have a total memory saving of 22001x8=176,008 bytes. The new ScrollBar implementation will have an incremental memory saving of 2181x832=1,814,592 bytes.

I am not saying 2M or even 10M of memory saving will make much a difference in now-a-days hardware, but reducing sizeof(ScrollBar) to 1/5 of what it is (actually even less) might not be less important than reducing sizeof(Ctrl) by 8 - 24 bytes from practical persperctive.