

YAXT - Feature #305

fundamental vector type

10/15/2012 02:11 PM - Joerg Behrens

Status: New	Start date: 10/15/2012
Priority: Normal	Due date:
Assignee:	% Done: 10%
Category:	Estimated time: 0:00 hour
Target version:	
Description	
It might be useful to have a fundamental vector type	
<pre>struct vec_DATA_TYPE { int n; int cap; DATA_TYPE *p;};</pre>	
in order to simplify the code, e.g. to reduce the number of arguments when vector-like information is passed (DATA_TYPE *p, n)	

History

#1 - 08/04/2014 11:37 AM - Thomas Jahns

- % Done changed from 0 to 10

commit:0fb2c5e38479301988ee48d80e7ef04473cb5f60 add this for position extents (struct Xt_pos_ext -> struct Xt_pos_ext_vec) (see source:src/xt_cover.h@0fb2c5e38479301988ee48d80e7ef04473cb5f60#L58, commit:13726249d9431b04008b5513a3483c81bb0a495f does the same for int (struct int_vec, see source:src/xt_idxstripes.c@13726249d9431b04008b5513a3483c81bb0a495f#L996). This could be used as a model perhaps.