

# Re: Newbie: Data storage and manipulation speed

---

*Source:*

<http://www.tech-archive.net/Archive/VB/microsoft.public.vb.general.discussion/2006-05/msg01441.html>

---

- *From:* "steve" <try@xxxxxxx>
  - *Date:* Wed, 17 May 2006 01:30:43 -0400
- 

Thanx for your kind response !  
See below for my feedback.....

"Larry Serflaten" <serflaten@xxxxxxxxxxxxxxxx> wrote in message  
[news:OjUO1\\$UeGHA.1208@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](news:OjUO1$UeGHA.1208@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

"steve" <try@xxxxxxx> wrote

I am developing a small program that reads some data and then calculates  
some parameters based on the data:

- 
- Read data from txt file
  - Store data (where?)

In memory? (An obvious choice...)

1) No matter my choice of storage, i need a way for the program to  
"breathe".  
I dont care much about the time it takes to calculate.  
I noticed that wether i use an Access (ADO) Table or an array the  
program  
becomes almost irresponsive. (if i try to click on it, there is a msg at  
the  
top saying Program is not responding") but then if i let it finish it's  
ok.  
It doesnt hang. \*\* I AM using WithEvents \*\*. Any other trick that i  
dont  
know about ?

You have to decide how to implement it, but during large computational  
routines, plan to call DoEvents about 3-5 times per second. Too few and  
you get that unresponsive feeling, too many and you increase the total

Re: Newbie: Data storage and manipulation speed

time

to completion. 3–5 times per second is an optimal range. I gave a per second value to give you an idea of how often, you'll have to decide when and where DoEvents will need to be put to hit that range.

Hmmm. i'll try to play with the timing more. I mod every 10000 iterations, maybe i have to fine-tune it.  
So i guess DoEvents is my only choice ?

What would be my best choice for sacrificing space and gaining in responsiveness and time ?

That would be difficult to answer without knowing the nature of your data.

What do you mean by nature? Types ?

Well, like in the table of my original post, I have 3 X Int originally. And then i add 20 x reals which are coming