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powtoon-winkey-full-desktop-keygen-3-0-3.rar PcQ: Storing a large amount of 2D data in memory I'm trying to design an AI for my game. The data that I would like to store is a 2D map, where each cell represents some information about the map, e.g., a "wall", "no-wall", "obstacle" etc. The size of the map is unknown at design time and will be quite large. But let's say the size is the same as the size of my tiles on the screen, i.e. ~1920x1080. I am unsure about what data structures are the best to represent this kind of data. I was considering using a 2D array of integers, where each array element stores the various information (e.g., a wall cell is stored by having the same value in every cell). However, I was not sure if this is the best data structure to store this kind of information. Another option is to use a 2D array of structs where each element represents a cell. struct Cell { int x, y; int ID; bool isWall; } I would then fill the cells like this: int main() { map[0] = new Cell { 10, 10, 0, false }; map[1] = new Cell { 10, 10, 0, false }; map[2] = new Cell { 10, 10, 0, false }; // etc. } This would keep a lot of 2D information in memory, which is what I don't want to have. What would be the best data structure to use for such a situation? A: It's pretty common for a map to be precomputed and preallocated. Instead of storing a pointer to the map, you would have a mapping to an index of the map and a bit mask to indicate where the wall is. An example for a 32x32 map might be as follows: byte[,] map = { { 1, 0, 0, 0 }, 2d92ce491b