
Subject: Re: How to create a GridCtrl with fixed cell size
Posted by [cbpporter](#) on Thu, 22 May 2008 13:03:10 GMT
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Great! I never thought about using a Converter for this. And since String is ref counted (and my strings are also short), it should be fairly quick to extract a field from the value this way.

I've done some code clean-up and am very happy with the result. I do miss the ColumnList look a little, so I'm going to add an option to switch between a ColumnList output and a GridCtrl one, with grid being default .

I still have 2 questions not 100% related to GridCtrl:

1. I noticed that displaying a large number of CJK characters is pretty slow. I tried replacing all the CJK characters with English ones, and the control was blazing fast again, so I don't believe it's related to GridCtrl. I wonder if there is a native limitation in the drawing speed of these chars (they are quite a bit more complex than other ones), or is this related to U++. I remember Mirek saying once that after he fixed some bugs regarding the determination of the metrics for these chars, it became slow, so he had to speed it up.

2. Is there an Array like container, but which does not free the memory occupied by its items? I'm using `Vector<Foo *>` right now.
