Subject: Re: How to create a GridCtrl with fixed cell size
Posted by cbpporter on Thu, 22 May 2008 19:15:52 GMT

View Forum Message <> Reply to Message

mrjt wrote on Thu, 22 May 2008 19:382. ArrayCtrl::SetCtrl() ?
I think you misunderstood. I should have explained more clearly. I was wondering if there is a
container which does not destroy it's items when it is destroyed, so basically it does not own them.
I have a collection of type Foo and need to provide a number of "views" for those items, so I use
Vector<Foo *>.