
Subject: Re: How to create a GridCtrl with fixed cell size

Posted by [mrjt](#) on Fri, 23 May 2008 09:14:13 GMT

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cbpporther wrote on Thu, 22 May 2008 20:15mrjt 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 *>.

I did indeed, though the explanation was perfectly clear the first time .

Vector<Foo *> seems a reasonable option (although you could use Vector< Ptr<Foo> >), but I'm struggling to think of a situation where this would be necessary. Can the view not just use a const reference to the Vector? Or does it need a special subset of items?
