
Subject: Re: GridCtrl sorting and segfaults
Posted by [unodgs](#) on Mon, 07 Jul 2008 17:15:11 GMT
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Quote:

Admittedly I have spent time trying to figure out how to solve the resort(), because my app practically depends on it. Sorry if this sounds too annoying, but what "after" means? This week, or later? Just asking to decide should I invest more time on studying the code.

I mean it should be in rc3 or final. Most probably it will be added in this week. I'm using a grid a lot (what a surprise) so I'm in grid code quite often.

Quote:

Yet another thing. I noticed there are quite large memory requirements in the control. What are the exact memory requirements?

Grid uses `Vector<Vector<Value>>` to store values. There are also 2 more vectors for storing rows and columns information. So it eats memory proportionally to rows count.

Please tell how many columns/rows you have and what kind of Values do you use (also please write grid memory occupation size). Maybe memory usage grows as a result of some operations sequence?
