Subject: Re: large ArrayCtrl, virtual array count limits
Posted by mirek on Sun, 16 Nov 2008 17:58:37 GMT

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jaynorwood wrote on Sat, 15 November 2008 12:20I'm experiencing limits in the VirtualArray example beyond which there is no refresh. It works for 100million, but not 200million virutal array count in its current form.

Well, not that is I would call "pushing to the limits"

Quote:
I'm a bit surprised at the 200 million limit. I thought perhaps a 2Gig limit in the original due to the signed int parameter range.

IMO, this is caused because of the height of line in pixels. That is about 15 pixels, means maximum is close to 2G / 15.

Quote:
Aside from figuring out what this strange 200 million limit is about, I'd like to see the framework improved so that int64 ranges could be used throughout.

Uh, that would work only as long as somebody does not decide to test int64 limits IMO.

Seriously, if your real world application needs 200 millions of lines in table TO BE PRESENTED AT ONCE, something is wrong with your UI design.

Also, realistically, any nontrivial usage would require those data to come from somewhere, and that would take eons.

Making these limits int64 would meant making EVERYTHING 64bit, with ugly impacts on code compactness and speed.

Mirek