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Subject: Re: gui crashes.

Posted by [sapiency](#) on Mon, 22 Dec 2008 19:13:46 GMT

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hi,

thanks I try to get in Ultimate step by step and I'm glad to get tips. It's nice to see what's possible to do with 'Value'.

But I think it's much cheaper to store the devices in something like a Vector. Each device has more than 100 parameters and the devices are mostly connected to real Devices. There are different views on the structure placed in the main window.

Because I want that the tree shows the order too, I started to make the changes in the tree (D&D) directly in the Vector and therefore I have to sort the Devices in the Vector. Swapping pointers should be cheaper or?

Last night I was in for a shock when the gui crashed. I was happy to find a solution that fits to my idea and the requirements. Just working on a tree without direct link to the devicestructure.

But your tip shows me other possibilities.

Thanks.

reinhard

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