Subject: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by alendar on Fri, 12 Feb 2010 18:32:49 GMT
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I started out using ArrayCtrl because I didn't see GridCtrl right off. It works good, but since it stores Value objects I wondered if it might not be faster if it was just string objects.

I found GridCtrl and got it to work. I put both next to each other and just flipped the names between them in the layout and compared the behavior on a large set.

My notes:
- ArrayCtrl has the Accel function, which filters keystrokes and scans ahead to the first matching grid item. I'll steal the code, clone GridCtrl and add it because its a nifty feature for me. I'll probably try to make it multi-character, too.
- ArrayCtrl works with dynamically created windows, but GridCtrl blows chunks in the destructor somewhere. I shouldn't have been using dynamic construction anyway, but it's nice to know for when I do.

- GridCtrl has:
Viewable row count
Interactive row resize (I think)
3-state sort marker, ArrayCtrl is 2 state
Loads faster
Lets user size header height, which is nice
Doesn't flicker when multithreaded (GREAT!)
"live" mouse hover highlight works great
Default context menu is prettier, better icons
Has clipboard built in
Has alternating row coloring with single setting
Sorts much faster than ArrayCtrl for smaller sets
No memory leaks on either with MT (except with dynamic window)

I'm going with GridCtrl because of the no flicker. I use threads to populate the grid and let the user interact with it on the main thread, so flicker is considerable.

Anyone else try both? I'm curious what other differences there are when stacked up against each other.