
Subject: Re: GridCtrl performance
Posted by [crydev](#) on Mon, 22 Apr 2013 20:25:14 GMT
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BioBytes wrote on Mon, 22 April 2013 21:43Hello Crydev,

Did you try SetVirtualCount method in ArrayCtrl ?

Regards

Biobytes

Yes I tried using it but unfortunately it didn't solve my problem. If I could safely use the multithreaded structure to fill up my GridCtrl it would speed up very much but because it is GUI it isn't possible.
