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Subject: Re: GridCtrl performance  
Posted by [crydev](#) on Fri, 26 Apr 2013 11:33:14 GMT  
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Thanks Sender Ghost. I got it to work now and it is at least 10x faster. As others may be able to get the same problem as I have, I'll post my solution here.

My problem was mainly the use of templated structs that could have 7 different types, that also needed a different cast.

```
template <String (GetData) (SearchResult& instance, const int index)>
struct MemoryBlockValueConvert : public Convert
{
    virtual Value Format(const Value& q) const
    {
        return GetData(mMemoryScanner->GetSearchResult(), int(q));
    }
};
```

```
String GetAddress(SearchResult& instance, const int index)
{
    return FormatIntHexUpper(instance.mFirstMillionResults[index]->Address, 0);
}
```

```
String GetValue(SearchResult& instance, const int index)
{
    switch (mMemoryScanner->GetSearchResult().GetResultType())
    {
        case VALUETYPE_BYTE:
            return IntStr(((MemoryBlock<Byte>*)instance.mFirstMillionResults[index])->Buffer);
            break;
        case VALUETYPE_2BYTE:
            return IntStr(((MemoryBlock<short>*)instance.mFirstMillionResults[index])->Buffer);
            break;
        case VALUETYPE_4BYTE:
            return IntStr(((MemoryBlock<int>*)instance.mFirstMillionResults[index])->Buffer);
            break;
        case VALUETYPE_8BYTE:
            return IntStr64(((MemoryBlock<__int64>*)instance.mFirstMillionResults[index])->Buffer);
            break;
        case VALUETYPE_FLOAT:
            return DbfStr(((MemoryBlock<float>*)instance.mFirstMillionResults[index])->Buffer);
            break;
        case VALUETYPE_DOUBLE:
            return DbfStr(((MemoryBlock<double>*)instance.mFirstMillionResults[index])->Buffer);
            break;
        case VALUETYPE_STRING:
```

```
return ((MemoryBlock<String>*)instance.mFirstMillionResults[index])->Buffer;
break;
default:
return STRING_EMPTY;
break;
}
}
```

The rest is the same as Sender Ghost posted. Just call:  
SetVirtualCount(mFirstMillionResults.GetCount()) to add all the items to the ArrayCtrl.

Thanks again for helping me out!

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