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Subject: ArrayCtrl Display memory usage

Posted by [crydev](#) on Fri, 05 Dec 2014 08:18:56 GMT

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Hello,

I have been using the Display classes of U++ extensively to color rows in my ArrayCtrl. However, I am experiencing excessive memory usage when I keep setting the Display of a row/cells continuously. The memory is growing very fast. I thought only a pointer to the Display class is saved. Am I wrong? Is there a way to replace/clear the Display before resetting it? Maybe there even is an error in the code I am using:

```
void CrySearchArrayCtrl::SetRowDisplay(int i, const Display& d)
{
    const int rowCount = this->GetCount();
    const int colCount = this->GetColumnCount();
    if(i >= 0 && i < rowCount)
    {
        for (int j = 0 ; j < colCount; ++j)
        {
            this->cellinfo.At(i).At(j).Set(d);
        }
    }

    this->RefreshRow(i);
}
```

Thanks a lot!

crydev

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