Subject: Re: ArrayCtrl Display memory usage
Posted by crydev on Wed, 08 Apr 2015 07:24:26 GMT
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Thank you for your reply Mirek,

I also thought that the pointer was the only thing that was stored so that is why I was confused.
The problem appeared to be something else, which I don't know the exact cause of. Recently I've
been greatly reducing the amount of memory my application uses from different points of view.
This issue is solved. :)

Thank you!