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Subject: Re: large ArrayCtrl

Posted by [mirek](#) on Wed, 04 Jan 2006 13:48:56 GMT

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Yes. Of course, it is not as trivial as having data directly stored.

The idea is this - instead of storing the "real" data, you use "RowNum" columns. Value of those columns is equal to the index of arrayctrl line.

```
Column& AddRowNumColumn(const char *text, int w = 0);
```

Now you can provide Display and Convert for those columns. Therefore, the thing you need is to provide Convert that converts your line index to the real data (found elsewhere).

For more columns, you will likely have to one Convert object per column (often you will be able to solve it with single Convert class and attribute, e.g. database column ID).

The last thing to make it work - instead of adding rows to arrayctrl, assing it a "virtual line count".

```
void SetVirtualCount(int c);
```

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