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Subject: GridControl release memory

Posted by [chis.adrian](#) on Mon, 11 Dec 2017 06:56:43 GMT

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Hi,

I have the following function:

```
void SelSqliteQuery( GridCtrl * MyGridCtrl ,std::string Qstr)
{

    MyGridCtrl->RemoveColumn(0,MyGridCtrl->GetColumnCount() );
    MyGridCtrl->Reset();
    MyGridCtrl->Ready(false);

    sqlite3 * db;

    if
(sqlite3_open_v2(path_db.ToString().ToStd().c_str(),&db,SQLITE_OPEN_READWRITE,NULL)!=
SQLITE_OK)
    {
        PromptOK("Can't create or open database file\n");
        return;
    }

    const char *quer = Qstr.c_str();
    sqlite3_stmt *statement;
    if(sqlite3_prepare_v2 (db, quer, -1, &statement, 0) != SQLITE_OK)
    {
        PromptOK("sqlite3_prepare_v2 FAILED \n");
        return;
    }

    int rows=0;
    int cols = sqlite3_column_count(statement);

    for (int CC=0;CC<cols;CC++)
    MyGridCtrl->AddColumn( (char*)sqlite3_column_name(statement, CC));

    while(true)
    {
        if( sqlite3_step(statement) == SQLITE_ROW)
        {
            for(int col = 0; col < cols; col++)
                MyGridCtrl->Set(rows,col, (char*)sqlite3_column_text(statement, col));
            rows++;
        } else break;
    }
}
```

```
}  
  
sqlite3_finalize(statement);  
sqlite3_close(db);  
MyGridCtrl->Ready(true);  
  
}
```

Well it work and its fast nice,  
Problem is that this function is called many times as I want to create a small data base browser.  
(I checked the function in other C++ app and for what I can tell ain't leaking)  
Now when I select a big table memory goes up 400 mb acceptable its big but when I select a  
smaller one  
memory remains same usage.  
How can I reset ,delete ,clear whatever the memory usage.  
Thank You.

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