
Subject: Re: GridControl release memory
Posted by [mirek](#) on Mon, 11 Dec 2017 09:27:04 GMT
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chis.adrian wrote on Mon, 11 December 2017 10:06Thank You,
I understand I was afraid of this answer since I saw on other C,C++ Grid,Table ...
implementations.

Anyway is there a way to access Grids Vector<Vector (Exposed) so I can try shrink it my self?
I already done it in a C program and new C++ has std::vector::shrink_to_fit maybe I can use it.

Ah, you do not understand. That would not help. Memory is correctly released, there are no leaks
and nothing to be shrunk.

However, that released memory is kept in reserve by U++ memory management subsystem (aka
"memory allocator") for further allocations.

The reason is that a) retrieving memory from system is somewhat expensive b) U++ allocator
"formats" memory blocks, which is something that can be avoided if memory is kept in reserve
instead being returned to the system and then retrieved again

(and then there is that technical problem with Win32, which only allows limited granularity)
