Subject: Re: Select Grid Row BY ID
Posted by JeyCi on Thu, 18 Feb 2021 13:45:06 GMT

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germax wrote on Sun, 14 May 2017 19:48 Again, thank you,
NOW..
since I just tested your alterations while typing,
I'm still getting memory leaks like crazy *shrugs*
I compiled in MinGW (32bit on the single core and 64bit on the 16core)
You MSVC'd maybe?

I tested in MINGW v9.3 for the interest - no leaks & works OK... just one raw I wouldn't
recommend to use in thread without synchronization
outab.cont.GetRow(i).Bg(Yellow());
any synchronization should be done either, I think, - as below same stuff in the code was used in
PostCallback... but in for-loop it sometimes behaves strange in your code -- I really don't think this
'yellow' is needed here - therefore am not finding the reason... just getting it away...
I see the date of your post :) but was testing for the interest - & see no problems with Sqlite3
behavior in thread (in the attached example: #define ME_SINGLE) - therefore am not agree with:
germax wrote on Sun, 14 May 2017 19:48 code not working properly on my machine is that sql
conenctions are not exactly thread safe... it's always the SQL causing troubles.

- not certainly
p.s.
though concerning input of huger amount than I tested - I can suppose some time is needed for
sqlite3 to commit each transaction & if you will commit all transactions at once no lag will be
between code's work & db's locked state sometimes while fixing each change to db separately...
but it is old well-known feature of sqlite3 db