>Is it derived from ArrayCtrl?
No

>That would be good, because it would provide all the fancy features of that one.

That's why I coudn't derive my grid from array ctrl.. That would require too many internal changes. Besides when I was starting to create my grid I didn't know too well the array ctrl (lack of docs, large piece of code to analyse). I think my grid is very easy to use. Of course there are many differences to array ctrl but I don't think it is a big problem because they are new features specific. Anyway I am widely open to any suggestions if you or somebody else don't like/would like to change sth.

>Is the GridControl strongly coupled with sqlite? That would not
>be that good, because the column & row dragging features might
>be needed in several places where SQL is not.

No it isn't at all. It's completely idependent just like array ctrl. To add data from database you just follow the classical way:

```
while(sql.Fetch())
{
   grid.Add(sql);
}

while(sql.Fetch())
{
   grid.Add();
   grid.Set("col1", sql[0])
   grid.Set(1, sql[1])
}
```