
Subject: Help wanted for DebugVisualizer
Posted by [janwilmans](#) on Tue, 19 Dec 2017 13:24:17 GMT
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I am currently designing a log viewing application, a next-generation version of DebugView++
<https://github.com/CobaltFusion/DebugViewPP#screenshot>
gathering requirements and ideas here: <https://github.com/CobaltFusion/DebugVisualizer>

I would like to prototype the UI part in ultimate++ and to do that I was wondering what is the best way to visualize a large dataset in ultimate++?
Debugview++ uses a so-called virtual listview, where only the visible data is stored in the control and the data is rendered on-demand.

It requires the highlighting of the text in the listview is completely customizable.

Btw, also: if anyone is interested, help wanted on this project! I aim to make it multi-platform (Windows, Linux, MacOS X) but I also want to support some platform specific features. (such as syslog or dmesg on linux or OutputDebugString on windows)

Any thoughts ?

Subject: Re: Help wanted for DebugVisualizer
Posted by [Novo](#) on Tue, 19 Dec 2017 15:46:39 GMT
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I'm personally using virtual part of the ArrayCtrl for that. And, as usual, you have 100% control over rendering of everything.
