Subject: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by alendar on Fri, 12 Feb 2010 18:32:49 GMT
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I started out using ArrayCtrl because I didn't see GridCtrl right off. It works good, but since it stores Value objects I wondered if it might not be faster if it was just string objects.

I found GridCtrl and got it to work. I put both next to each other and just flipped the names between them in the layout and compared the behavior on a large set.

My notes:
- ArrayCtrl has the Accel function, which filters keystrokes and scans ahead to the first matching grid item. I'll steal the code, clone GridCtrl and add it because its a nifty feature for me. I'll probably try to make it multi-character, too.
- ArrayCtrl works with dynamically created windows, but GridCtrl blows chunks in the destructor somewhere. I shouldn't have been using dynamic construction anyway, but it's nice to know for when I do.

- GridCtrl has:
Viewable row count
Interactive row resize (I think)
3-state sort marker, ArrayCtrl is 2 state
Loads faster
Lets user size header height, which is nice
Doesn't flicker when multithreaded (GREAT!)
"live" mouse hover highlight works great
Default context menu is prettier, better icons
Has clipboard built in
Has alternating row coloring with single setting
Sorts much faster than ArrayCtrl for smaller sets
No memory leaks on either with MT (except with dynamic window)

I'm going with GridCtrl because of the no flicker. I use threads to populate the grid and let the user interact with it on the main thread, so flicker is considerable.

Anyone else try both? I'm curious what other differences there are when stacked up against each other.

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by unodgs on Fri, 12 Feb 2010 19:52:04 GMT
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If you want to avoid flickering for arrayctrl just do:

```
ArrayCtrl arr;
arr.BackPaint();
```

You can use the same in GridCtrl but in most cases it's not necessary.

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by koldo on Fri, 12 Feb 2010 20:43:24 GMT
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Hello Alendar

Quote:Anyone else try both? I'm curious what other differences there are when stacked up against each other.

I agree with many of your experiences.

I would add two pros for ArrayCtrl that are that it handles Drag & Drop and it is very easy to set a full control inside a simple cell.

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by fudadmin on Sat, 13 Feb 2010 06:00:09 GMT
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Quote:

I would add two pros for ArrayCtrl that are that it handles Drag & Drop and it is very easy to set a full control inside a simple cell.

What do you mean by "full control"?

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by mirek on Sat, 13 Feb 2010 10:31:22 GMT
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alendar wrote on Fri, 12 February 2010 13:32I started out using ArrayCtrl because I didn't see GridCtrl right off. It works good, but since it stores Value objects I wondered if it might not be faster if it was just string objects.

Performance difference would be negligible, but you would loose a lot of functionality. What about images in cells?

Quote:
I found GridCtrl and got it to work. I put both next to each other and just flipped the names between them in the layout and compared the behavior on a large set.

As I see it, ArrayCtrl is headed more to be used as building block (in fact, it is used even for such things like DropList), whereas GridCtrl is geared towards a lot of prebuild functions.

Mirek

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by mirek on Sat, 13 Feb 2010 10:36:36 GMT
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As for flickering, it is very easy to make U++ app completely flicker-free. Use:

Ctrl::GlobalBackPaint();

or

Ctrl::GlobalBackPaintHint();

(second one makes U++ flicker free only if windows is >=XP and machine has more than 512MB - heurestic indication that the machine is OK).

The reason why this is not default is that on many machines in the past (2 years back), there was visible speed difference between modes.

Well, I guess, today we could make at least GlobalBackPaintHint default...

Mirek

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by Sc0rch on Sat, 13 Feb 2010 10:49:30 GMT
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alendar wrote on Sat, 13 February 2010 00:32ArrayCtrl works with dynamically created windows, but GridCtrl blows chunks in the destructor somewhere.
Hello Alendar,

I'm using GridCtrl for dynamically created windows. I don't noticed such problem. Any details? Just need to know, I want to avoid the problems with GridCtrl in future.

Best regards,
Anton

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by mirek on Sat, 13 Feb 2010 11:45:17 GMT
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alendar wrote on Fri, 12 February 2010 13:32but GridCtrl blows chunks in the destructor somewhere

If it does, it is not a designed feature It is a bug - you shold try to create a "testcase" and post it to the GridCtrl forum.

No bugs are to be tolerated...

Mirek

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by koldo on Sat, 13 Feb 2010 15:46:43 GMT
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Hello fudadmin

Quote:What do you mean by "full control"?

I mean you can design a full StaticCtrl with other controls inside and put it easily into an ArrayCtrl cell.

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by fudadmin on Sat, 13 Feb 2010 18:01:52 GMT
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koldo wrote on Sat, 13 February 2010 15:46Hello fudadmin

Quote:What do you mean by "full control"?

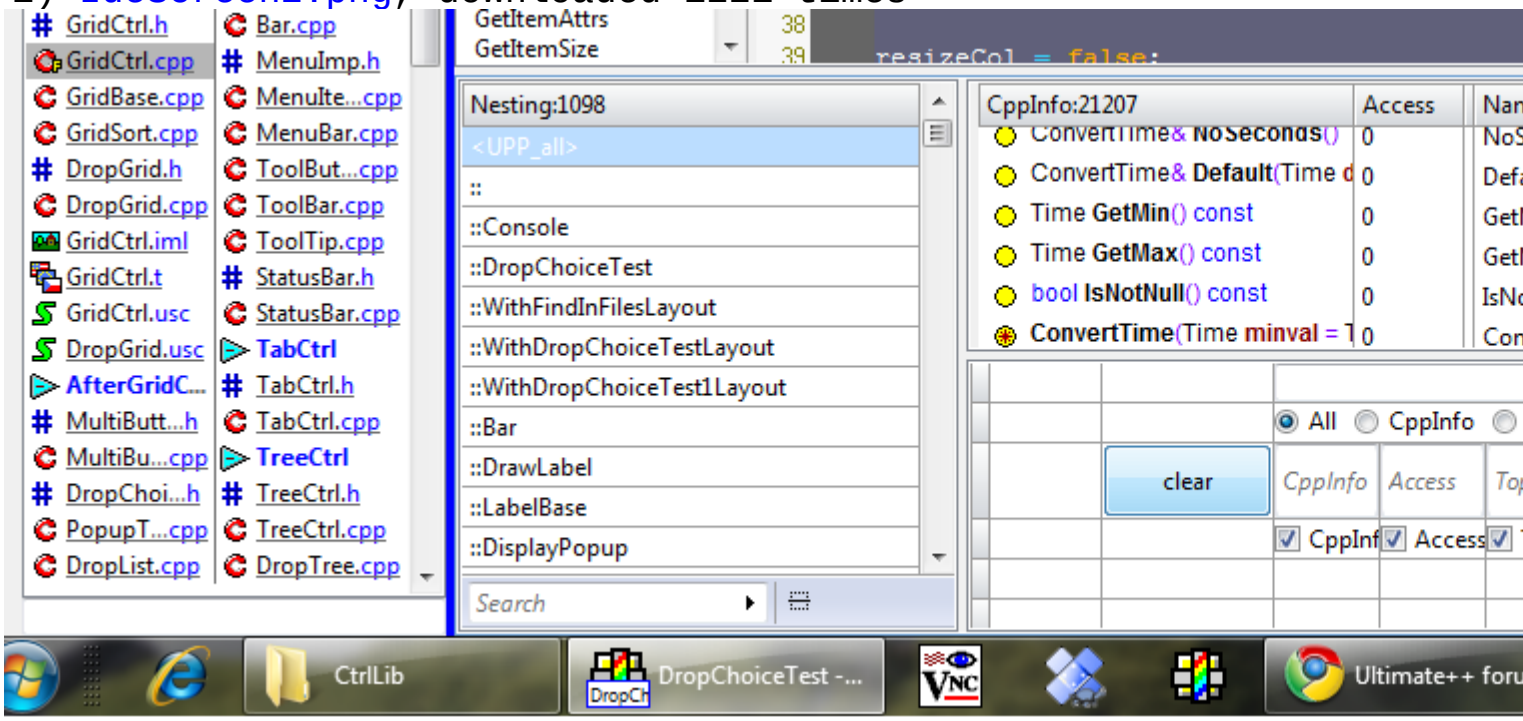
I mean you can design a full StaticCtrl with other controls inside and put it easily into an ArrayCtrl cell.

, yeh, I 50% guessed so. But I had just started worrying where could it be a possibility to lose "full control" in GridCtrl...
 Anyway, if you or anyone else wants this feature (Set external Ctrl) (and some other features, eg. column selection...) you can freely borrow some or all of the tweaks from the files below.

In fact, I'm so in love with GridCtrl (fantastic job uno!) that I started to "gridizice" my version of theide.

File Attachments

1) IdeScreen2.png, downloaded 1221 times



Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by fudadmin on Sat, 13 Feb 2010 18:05:55 GMT
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my experimental GridCtrl tweaks:

File Attachments

1) GridCtrl.zip, downloaded 451 times

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by unodgs on Sat, 13 Feb 2010 18:46:58 GMT
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Wow! That should be me first with "gridiziced" ide . I see you know GridCtrl quite deep. Sorry for getting the knowledge without documentation.. I must finally finish it (to avoid this repeated question about difference to arrayctrl and to reveal all grid features)

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by fudadmin on Sun, 14 Feb 2010 12:29:25 GMT

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unodgs wrote on Sat, 13 February 2010 18:46Wow! That should be me first with "gridiziced" ide . I see you know GridCtrl quite deep. Sorry for getting the knowledge without documentation.. I must finally finish it (to avoid this repeated question about difference to arrayctrl and to reveal all grid features)

Thank you for your appreciation!

Documentation is not a big problem if one can have the sources in nicely programmed u++ .

Also, please have in mind that if, one wants to use the files from the zip above, he/she must merge/copy the relevant changes. This is because I use GridCtrl intgrated into CtrlLib due to (my?) inability to use it for CtrlLib (AKeys esp).

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by alendar on Mon, 15 Feb 2010 21:11:08 GMT
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Thanks! I'll try both. I hate to not support things before XP. I have a soft heart for NT.

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by alendar on Mon, 15 Feb 2010 21:17:05 GMT
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luzr wrote on Sat, 13 February 2010 06:45alendar wrote on Fri, 12 February 2010 13:32but GridCtrl blows chunks in the destructor somewhere

If it does, it is not a designed feature It is a bug - you shold try to create a "testcase" and post it to the GridCtrl forum.

No bugs are to be tolerated...

Mirek

I'll try to do a test case, but since I use Windows 7 with VC 10.0 (2010) it might not be a very relevant test to most people's envs. I tried various MinGW versions and had other problems with my code. I'll try VC 9.0 (2008) which is probably fairly standard.

Subject: Re: ArrayCtrl vs. GridCtrl (A noob's perspective)
Posted by alendar on Mon, 15 Feb 2010 21:42:18 GMT
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[quote title=alendar wrote on Mon, 15 February 2010 16:17]luzr wrote on Sat, 13 February 2010 06:45alendar wrote on Fri, 12 February 2010 13:32but GridCtrl blows chunks in the destructor somewhere

If it does, it is not a designed feature It is a bug - you shold try to create a "testcase" and post it to the GridCtrl forum.

No bugs are to be tolerated...

Mirek

Well, I can't duplicate it now. Boy is my face red!
