Subject: VirtualArrayCtrl embedded Ctrls
Posted by masu on Tue, 03 Aug 2010 10:27:58 GMT

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Hi,

I would like to construct a VirtualArrayCtrl (I started from VirtualArray reference example) with Option Ctrls in one column.
Is it possible and if yes, how can I do that?

I understand that I need to use a Converter class to prepare data to be shown, but I need to embed a Ctrl instead of only text.

Regards,
Matthias

Subject: Re: VirtualArrayCtrl embedded Ctrls
Posted by mirek on Fri, 13 Aug 2010 09:17:11 GMT

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masu wrote on Tue, 03 August 2010 06:27Hi,

I would like to construct a VirtualArrayCtrl (I started from VirtualArray reference example) with Option Ctrls in one column.
Is it possible and if yes, how can I do that?

No, it is not possible and I believe it even does not make sense - in any case you need internal structures in ArrayCtrl to store the information about embedded Options, so that completely defeats the purpose of VirtualCount....

Subject: Re: VirtualArrayCtrl embedded Ctrls
Posted by masu on Fri, 13 Aug 2010 10:15:25 GMT

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Hi Mirek,

my first approach was to use a non-virtual ArrayCtrl with embedded Option Ctrls, but unfortunately the application became very slow if I add lots of rows with these embedded Ctrls into it. If I remove these embedded Options, I get expected app speed.

That is why I wanted to switch to virtual ArrayCtrl.

Matthias

Subject: Re: VirtualArrayCtrl embedded Ctrls
Posted by mirek on Sat, 16 Oct 2010 10:53:20 GMT
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masu wrote on Fri, 13 August 2010 06:15Hi Mirek,

my first approach was to use a non-virtual ArrayCtrl with embedded Option Ctrls, but unfortunately the application became very slow if I add lots of rows with these embedded Ctrls into it. If I remove these embedded Options, I get expected app speed.

That is why I wanted to switch to virtual ArrayCtrl.

Matthias

Well, unfortunately, there are performance constraints when adding ctrls into ArrayCtrl.

I guess this should be optimized in the future. But so far, each time I wanted to put there a lot of widgets, usually I have found it does not make too much sense from user perspective anyway and choosen alternate GUI design...