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Subject: UI virtualization

Posted by [guiprod](#) on Thu, 02 Dec 2010 00:54:38 GMT

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Hello does gridctrl support some type of UI virtualization (or for that matter does u++ support this in general). That is -- is there some way of making sure the GUI does not do any calculations for cells that are not being displayed on the screen at any given time.

Thanks!

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Subject: Re: UI virtualization

Posted by [unodgs](#) on Sun, 05 Dec 2010 08:17:16 GMT

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guiprod wrote on Wed, 01 December 2010 19:54Hello does gridctrl support some type of UI virtualization (or for that matter does u++ support this in general). That is -- is there some way of making sure the GUI does not do any calculations for cells that are not being displayed on the screen at any given time.

Thanks!

It depends. There is no method like SetVirtualRows[Columns]Count. However if you provide your own display class for column, row or cell and do some calculations there it's guaranteed your code will be called only for visible cells and each time the cell is refreshed (but still only if it's visible on the screen).

PS. Sorry for not responding earlier, I just missed your post.

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