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Subject: ArrayCtrl speedy writes cause crashing...why?

Posted by [r1kon](#) on Thu, 03 Nov 2011 17:27:18 GMT

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Hello everybody!

I have a program that streams data down from a local socket from another program at a pretty quick rate. I am writing this information to an ArrayCtrl just as the data is recv'd.

I am doing it like this (pseudo code mixed with real code -- the array control is "quotes")

//A "packet" is formatted with commas, like so:

//Q,EURUSD,1.2345,1.2345

//So in my array control, I make a row with "EURUSD" and put the numbers 1.2345 and 5.4321 in the columns next to it respectively. If the "EURUSD" row already exists, then I simply update the numbers.

```
Vector<String> split1;  
if(new_packet_recvd())  
{
```

```
    String data = getPacketData();  
    split1 = Split(data,',',true);  
    int theCount = split1.GetCount();
```

```
    int offset; //holds offset in the array ctrl for this packet  
    if(split1[0] == "Q")  
    {
```

```
        offset = doesPairExist(split1[1]); //if the row for the packet exists, it will return the row to update.  
        Otherwise, returns -1 and we create a new row.
```

```
        if(offset < 0)  
        {  
            offset = addToList(split1[1],split1[2],split1[3]); //doesn't exist, add the "EURUSD" row.  
            tabQuotesLayout.quote.Add(split1[1],split1[2],split1[3]); // EURUSD | 1.2345 | 5.4321  
        }
```

```
        //Now here, we want to update it with the given offset  
        tabQuotesLayout.quote.Set(offset,0,split1[1]);  
        tabQuotesLayout.quote.Set(offset,1,split1[2]);  
        tabQuotesLayout.quote.Set(offset,2,split1[3]); //usually, it crashes here after working fine for  
        about 2 minutes
```

```
    }  
}
```

---

SO this works fine for quite some time (the quotes come in VERY fast sometimes and it's ok)

However, sometimes I get varying error messages when I attempt to "set" my coordinates on the array table above. They all seem to be related to printing into the array control. You can see all of my errors (screenshots) here:

<http://www.forexrenko.com/errors>

Also, I've noticed as I'm writing to the array control so quickly and such, it seems to be "flickering" quite a bit. Is this normal? Is there a better way to set the data? It seems that it is refreshing the entire table each time for some reason.

Thanks for the help guys -- I feel like it's something easy but I've been banging my head against the wall for a couple of days now about it.

-Kevin

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Subject: Re: ArrayCtrl speedy writes cause crashing...why?

Posted by [Sender Ghost](#) on Thu, 03 Nov 2011 21:59:55 GMT

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Hello, Kevin.

Assuming, this is multithreaded application, it might have synchronization problems. In this case you could add the GuiLock variable in the beginning of your updating function (or method):

```
App::OnUpdateData()
{
    GuiLock __;
    // Ctrl's updating below
}
```

r1kon wrote on Thu, 03 November 2011 18:27

Also, I've noticed as I'm writing to the array control so quickly and such, it seems to be "flickering" quite a bit. Is this normal? Is there a better way to set the data? It seems that it is refreshing the entire table each time for some reason.

There is some discussed topic about this:

"howto best Ctrl Refresh handling w/ MT & very frequent refreshes".

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