
Subject: ArrayCtrl Display memory usage
Posted by [crydev](#) on Fri, 05 Dec 2014 08:18:56 GMT
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Hello,

I have been using the Display classes of U++ extensively to color rows in my ArrayCtrl. However, I am experiencing excessive memory usage when I keep setting the Display of a row/cells continuously. The memory is growing very fast. I thought only a pointer to the Display class is saved. Am I wrong? Is there a way to replace/clear the Display before resetting it? Maybe there even is an error in the code I am using:

```
void CrySearchArrayCtrl::SetRowDisplay(int i, const Display& d)
{
    const int rowCount = this->GetCount();
    const int colCount = this->GetColumnCount();
    if(i >= 0 && i < rowCount)
    {
        for (int j = 0 ; j < colCount; ++j)
        {
            this->cellinfo.At(i).At(j).Set(d);
        }
    }

    this->RefreshRow(i);
}
```

Thanks a lot!

crydev

Subject: Re: ArrayCtrl Display memory usage
Posted by [mirek](#) on Fri, 02 Jan 2015 15:30:34 GMT
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Only pointer is stored. Memory usage could be very slightly bigger (because the whole array is not used if there are no displays set), but 10-30 bytes/cell max.

I would say problem is somewhere else or more complicated. If you could post a testcase eating a lot of memory, I could investigate...

Mirek

Subject: Re: ArrayCtrl Display memory usage
Posted by [crydev](#) on Wed, 08 Apr 2015 07:24:26 GMT
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Thank you for your reply Mirek,

I also thought that the pointer was the only thing that was stored so that is why I was confused. The problem appeared to be something else, which I don't know the exact cause of. Recently I've been greatly reducing the amount of memory my application uses from different points of view. This issue is solved. :)

Thank you!
