

---

Subject: Re: FIX - Single Click does not open/close items

Posted by [mrjt](#) on Tue, 15 Jan 2008 14:48:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm not sure about that.

The purpose of the check in Paint is to draw the +/- indicator, but adding the check to open means that the node can be opened when `canopen == false` if the node has children. This makes `canopen` redundant and seems like incorrect behaviour.

If you want consistency I would rather remove the check from Paint:

```
if(m.canopen) { // or possibly: && m.child.GetCount()  
    Image im = m.isopen ? CtrlImg::treeminus() : CtrlImg::treeplus();  
    op -= im.GetSize() / 2;  
    w.DrawImage(op.x, op.y, im);
```

Why would you want to indicate to the user that the node can be opened when it can't actually be opened (`canopen == false`)?

---