
Subject: Tree Control - how to access properties of node.ctrl?

Posted by [nixnixnix](#) on Mon, 09 Jul 2007 05:10:15 GMT

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Hi,

I have my own subclass of Option which I pass into TreeCtrl. However, much later I try to get the control from the TreeCtrl but all I get is a standard Ctrl object and I am not allowed to cast it to the type of control which I originally passed in.

I try this within my TreeCtrl derived class

```
TreeCtrl::Node node = GetNode(id);
LayerOption* ptr = (LayerOption*)(node.ctrl);
Layer* pLayer = ptr->GetLayer();
```

but I am not allowed the cast on the second line. The Ctrl I want to cast to looks like this

```
class LayerOption : public Option {
private:
    virtual void LeftDown(Point p, dword keyflags)
    {
        if(p.x<this->GetSize().cy)
            Option::LeftDown(p, keyflags);
        if(this->GetData()==true)
            SetFocus();

        // now send pass on this event to the parent for possible drag and drop
        Ctrl* pCtrl = this->GetParent();
        Point pt = p + GetRect().TopLeft(); // transform event into parent coordinates
        if(p.x>this->GetSize().cy)
            pCtrl->LeftDown(pt,keyflags);

        Refresh();
    }
}
```

```
class Layer* m_pLayer; // these classes need to know about each other
```

```
public:
    Layer* GetLayer(){return m_pLayer;} // allows the option ctrl to identify its own layer
    void SetLayer(Layer* pLayer){m_pLayer = pLayer;}

    bool DropTarget();
    bool DragObject();
```

```
};
```

and is the same type of control I pass into the tree control in the first place and its LeftDown function gets executed so I know its being used.

Is there any way to access this control from the TreeCtrl object please?

Nick
