Subject: Re: TreeCtrl Scroll triggers Parent Refresh
Posted by nixnixnix on Wed, 05 Sep 2007 22:36:46 GMT
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Absolutely, here is the simplest I can find (I added the frames to show it overpainting - they are not necessary).

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;


struct App : TopWindow {
 TreeCtrl   tree;
 SplitterFrame m_sf;
 ToolBar tools;
 StatusBar status;
 MenuBar menu;

 typedef App CLASSNAME;

 void DropInsert(int parent, int ii, PasteClip& d)
 {
  tree.AdjustAction(parent, d);
  if(AcceptInternal<TreeCtrl>(d, "mytreedrag")) {
   tree.InsertDrop(parent, ii, d);
   tree.SetFocus();
   return;
  }
  if(AcceptText(d)) {
   tree.SetCursor(tree.Insert(parent, ii, Image(), GetString(d)));
   tree.SetFocus();
   return;
  }
 }

 void Drag()
 {
  if(tree.DoDragAndDrop(InternalClip(tree, "mytreedrag"),
                        tree.GetDragSample()) == DND_MOVE)
   tree.RemoveSelection();
 }

 App() {
  Ctrl::ShowRepaint(50);
```

```
  AddFrame(TopSeparatorFrame());
  AddFrame(menu);
  AddFrame(TopSeparatorFrame());
  AddFrame(tools);
  AddFrame(TopSeparatorFrame());
  AddFrame(status);


  AddFrame(m_sf.Left(tree.SizePos(),250));
  AddFrame(InsetFrame());

//  Add(tree.SizePos());

  Vector<int> parent, parent2;
  Option* option = new Option[10000]; // mine
  parent.Add(0);
  tree.SetRoot(Image(), "The Tree");
  for(int i = 1; i < 10000; i++)
  {
   option[i].SetLabel(FormatIntRoman(i, true)); // mine

   TreeCtrl::Node node(CtrlImg::File(),option[i],300);

   parent.Add(tree.Add(parent[rand() % parent.GetCount()], node)); // mine

//   parent.Add(tree.Add(parent[rand() % parent.GetCount()], CtrlImg::File(),
//                FormatIntRoman(i, true)));
   if((rand() & 3) == 0)
    tree.Open(parent.Top());
  }
  tree.Open(0);
  tree.WhenDropInsert = THISBACK(DropInsert);
  tree.WhenDrag = THISBACK(Drag);
  tree.MultiSelect();
  Sizeable();

 }
};



GUI_APP_MAIN
{
 App().Run();
}
```

Please let me know if you need more info.

Nick