
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
