Subject: FIX - Single Click does not open/close items
Posted by loki on Wed, 09 Jan 2008 22:33:18 GMT
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Hello,

if the TreeCtrl is scrolled to the left, the calculation for the one-click open/close goes wrong.

I think this fix it.

```
void TreeCtrl::DoClick(Point p, dword flags, bool down)
{
 Point org = sb;
 if(p.y + org.y > sb.GetTotal().cy)
  return;
 int i = FindLine(p.y + org.y);
 const Line& l = line[i];
 int x = levelcx + l.level * levelcx - org.x - (levelcx >> 1) /*- org.x*/;
 if(p.x > x - 6 && p.x < x + 6) {
  if(down)
   Open(l.itemi, !IsOpen(l.itemi));
 }
 else {
  if(down && IsSel(l.itemi)) {
   selclick = true;
   return;
  }
  SetFocus();
  int q = cursor;
  SetCursorLine(i, true, false, true);
  if(multiselect) {
   int id = GetCursor();
   if(flags & K_CTRL) {
    SelectOne(id, !IsSelected(id));
    anchor = cursor;
   }
   else
    if(flags & K_SHIFT)
     ShiftSelect(anchor < 0 ? cursor : anchor, cursor);
    else {
     if(selectcount) SelClear(0);
     SelectOne(id);
     anchor = cursor;
    }
  }
  if(cursor != q)
   WhenAction();
 }
}
```

Could it be, that withopen has no effect? In the testcase it does not work.

greetings
loki

## File Attachments

1) Testcase_002.zip, downloaded 644 times