
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 452 times
