
Subject: Re: FIX - Single Click does not open/close items

Posted by [loki](#) on Mon, 14 Jan 2008 21:51:37 GMT

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Thanks mrjt,

but in Open() we should also check for m.child.GetCount() to get it synchron with Paint()

Fix:

```
void TreeCtrl::Open(int id, bool open)
{
    Item& m = item[id];
    if(m.isopen != open && (m.canopen || m.child.GetCount() || !open)) {
        m.isopen = open;
        int q = GetCursor();
        while(q >= 0) {
            q = GetParent(q);
            if(q == id) {
                SetCursor(id, true, true, true);
                break;
            }
        }
        Dirty(id);
        if(open)
            WhenOpen(id);
        else
            WhenClose(id);
    }
}
```

In Paint:

```
if(m.canopen || m.child.GetCount()) {
    Image im = m.isopen ? CtrlImg::treeminus() : CtrlImg::treeplus();
    op -= im.GetSize() / 2;
    w.DrawImage(op.x, op.y, im);
}
```

greetings

loki
