Subject: Re: FIX - Single Click does not open/close items
Posted by mrjt on Tue, 15 Jan 2008 14:48:56 GMT

I'm not sure about that.

The purpose of the check in Paint is to draw the +/- indicator, but adding the check to open means that the node can be opened when canopen == false if the node has children. This makes canopen redundant and seems like incorrect behaviour.

If you want consistency I would rather remove the check from Paint:
if(m.canopen) { // or possibly: && m.child.GetCount())
 Image im = m.isopen ? CtrlImg::treeminus() : CtrlImg::treeplus();
 op -= im.GetSize() / 2;
 w.DrawImage(op.x, op.y, im);
Why would you want to indicate to the user that the node can be opened when it can't actually be opened (canopen == false)?