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

Posted by [loki](#) on Tue, 15 Jan 2008 19:54:31 GMT

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Ok. I have corrected it to match the painting. But if the painting is wrong, my correction is also wrong...

In other words we should change the painting. I think you are right. (I had an other meaning about canopen).

- 1) (canopen && childcount > 0) ---> +/- is drawn.
- 2) (canopen && childcount <= 0) ---> +/- is not drawn.
- 3) (!canopen && childcount > 0) ---> +/- is drawn in disabled state (grey)
- 4) (!canopen && childcount <= 0) ---> +/- is not drawn.

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

treeminusgrey and treeplusgrey are new. I don't know if there is a drawing function which could grey the normal ones.

Is this ok?

greetings
loki

File Attachments

- 1) [Testcase_002.exe](#), downloaded 403 times
 - 2) [TreeCtrl.cpp](#), downloaded 373 times
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