
Subject: Can we get OptionTree:ManualMode?

Posted by [cbpporter](#) on Mon, 07 Jul 2008 14:34:08 GMT

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So that OptionTree no longer check items for you when you click on other items. This is useful if you have a tree like A/B/C/D and check means process or similar operation, and unchecking C will only process A/B/D, with D processed even though C is skipped.

```
class OptionTree : public TreeCtrl {
...
    bool manualMode;

...
    OptionTree& ManualMode()    { manualMode = true; return *this; }
```

```
void OptionTree::SetOption(int id)
{
    Option *opt = option[id];
    ASSERT(opt);

    if (manualMode)
    {
        WhenOption();
        return;
    }

    SetChildren(id, opt->Get());
    for(;;) {
        id = GetParent(id);
        if(id < 0)
            break;
        bool t = false;
        bool f = false;
        bool n = false;
        for(int i = 0; i < GetChildCount(id); i++) {
            int chid = GetChild(id, i);
            Option *opt = option[chid];
            if(opt) {
                int x = opt->Get();
                if(x == 1)
                    t = true;
                else
                    if(x == 0)
```

```
        f = true;
    else
        n = true;
    }
}
opt = option[id];
if(opt) {
    if(t && f || n) {
        opt->Set(Null);
    }
    else
        opt->Set(t);
}
}
WhenOption();
}
```

```
OptionTree::OptionTree(): manualMode(false) { aux.Add(); }
```
