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(); }
```