
Subject: Re: Can we get OptionTree:ManualMode?
Posted by [mirek](#) on Tue, 08 Jul 2008 16:23:32 GMT
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cbpporter wrote on Mon, 07 July 2008 10:34 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(); }
```

OK, patch applied.

Mirek
