Subject: Re: Bug changing text after node insertion
Posted by mrjt on Tue, 22 Jul 2008 13:56:34 GMT
View Forum Message <> Reply to Message

cbpporter wrote on Tue, 22 July 2008 11:10Now all works pretty much as expected. All I need to do is make the control select the item that is clicked upon. Any suggestions how to do this with OptionTree?
I must admit to not being able to follow this thread or work out exactly what it is you are trying to do

However, I believe you can achieve the above like this (as long as you are using "" labels for the Options and setting the text with node values):

```
// Add a callback to the Option (must be added not to break SetOption)
tree.GetNode(nodeid).ctrl->WhenAction << THISBACK(OptionClick);

// Callback function
// Fake left click as if the option wasn't there
void OptionClick()
{
 dword flags = GetMouseFlags();
 Point p = tree.GetMouseViewPos();
 tree.LeftDown(p, flags);
 tree.LeftUp(p, flags);
}
```
The only other thing is that there seems to be a bug with MultSelect + Ctrls. To get selection working correctly with the Ctrl key I had to modify ChildGotFocus to stop it clearing the selection constantly.
```
void TreeCtrl::ChildGotFocus()
{
 if (multiselect) return; // Don't clear multi-selection!
 for(int i = 0; i < line.GetCount(); i++) {
  Item& m = item[line[i].itemi];
  if(m.ctrl && m.ctrl->HasFocusDeep()) {
   SetCursorLine(i);
   return;
  }
 }
}
```
but you could equally do this by using a sub-class of OptionTree with an empty ChildGotFocus function.