
Subject: TreeCtrl - changing plus/minus images
Posted by [rsrado](#) on Wed, 23 Jul 2008 20:45:16 GMT
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I would like to be able to set the plus/minus images to something different than `CtrlImg::treeplus()` and `CtrlImg::treeminus()`, in order to achieve some different look and feel.

I tried to find an easy way to do it, but as I couldn't, I made a small modification to the class:

In `TreeCtrl.h`:

```
class TreeCtrl : public Ctrl {
...
private:
    Image plusimage, minusimage;
...
public:
    TreeCtrl& PlusImage(const Image& img) { plusimage = img; return *this; }
    TreeCtrl& MinusImage(const Image& img) { minusimage = img; return *this; }
...
}
```

In `TreeCtrl.cpp`:

```
TreeCtrl::TreeCtrl() {
...
    plusimage = CtrlImg::treeplus();
    minusimage = CtrlImg::treeminus();
...
}
...
void TreeCtrl::Paint(Draw& w)
{
....
    //ORIGINAL CODE: Image im = m.isopen ? CtrlImg::treeminus() : CtrlImg::treeplus();
    //REPLACED WITH:
    Image im = m.isopen ? minusimage : plusimage;
...
}
```

That worked just fine for me. I would be glad, to know if there is a better way and even more, if this helps somebody in some way.