Subject: Re: Bug changing text after node insertion
Posted by cbpporter on Thu, 24 Jul 2008 20:44:47 GMT

View Forum Message <> Reply to Message

cbpporter wrote on Wed, 23 July 2008 14:45
I'll leave it as it is for now, because there are other strange behaviors that I didn't find a reason for yet. Getting the changed checked status of a item in the OptionTree that is not checked doesn't seem to work only after it has been changed. I'll investigate these and if they'll look like a bug, I'll post about them. I hope they are just some mistake of mine.
False alarm, it was my fault. My old friend: initialized class members... I wish C++ would warn me about this one. Or maybe we could add it later to the new C++ parser.

cbpporter wrote on Wed, 23 July 2008 14:45
I'm not going back to that again .

Well I did and after a lot of work I pretty much got what I wanted. There are still some display issues, like strange background color and unaligned focus rect, but I can fix those. Still, this is almost the most (unnecessarily) complicated part of the whole program .

But for it to work as expected, one of the previous fixes must be reverted:

```
TreeCtrl::Node::Node(const Image& img, Ctrl& ctrl, int cx, int cy)
{
 Init();
 SetCtrl(ctrl);
 image = img;
 size = Null;
 if(cx > 0)
  size.cx = cx;
 if(cy > 0)
  size.cy = cy;
}
```
With this fix, there is that huge cap between Option (which now has no text) and text displayed by tree. If we undo it, they will be side by side again.