

---

Subject: Small Upp gems. Native icons in TreeCtrl  
Posted by [koldo](#) on Wed, 01 Oct 2008 16:33:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dear all

When I want a new possibility from Upp, it is Upp the main source of solutions. One example: Sample TreeCtrl looks not very good as the icons are too simple, but with a little change you get fine native icons (see "Before" and "After").

How to do it?. Very simple. Go to main.cpp and in OpenDir() function change this:

```
tree1.Add(id, ff.IsFolder() ? CtrlImg::error() : CtrlImg::File()),
```

with this:

```
tree1.Add(id, ff.IsFolder() ? GetFileIcon(n, true, false) : GetFileIcon(n, false, false),
```

To use function "Image GetFileIcon(const char \*path, bool dir, bool force)" you have to go to declare it in, for example, FileSel.h and go to FileSel.cpp and in the definition change:

```
Image GetFileIcon(const char *path, bool dir, bool force = false)
```

by

```
Image GetFileIcon(const char *path, bool dir, bool force)
```

Thats all. Thank you Upp developers!

## File Attachments

1) [Screen.JPG](#), downloaded 1159 times

---