
Subject: Small Upp gems. Native icons in TreeCtrl
Posted by [koldo](#) **on** Wed, 01 Oct 2008 16:33:59 GMT

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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 1081 times
