
Subject: Re: Small Upp gems. Native icons in TreeCtrl. (Now Linux&Win)

Posted by [koldo](#) on Sat, 04 Oct 2008 12:39:35 GMT

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Dear all

Thank you for waiting... Now it works also in Linux.

The function is:

```
Image NativeFileIcon(const char *path, bool folder)
{
#ifdef PLATFORM_WIN32
    if (folder)
        return GetFileIcon(path, true, true);
    else
        return GetFileIcon(path, false);
#endif
#ifdef PLATFORM_POSIX
    bool isdrive = folder && ((path == "/media") || (path == "/mnt"));
    FindFile ff(path);
    return isdrive ? PosixGetDriveImage(ff.GetName())
        : GetFileIcon(path, ff.GetName(), folder, ff.GetMode() & 0111);
#endif
}
```

It is also necessary to add this in FileSel.h

```
#ifdef PLATFORM_WIN32
    Image GetFileIcon(const char *path, bool dir, bool force = false)
#endif
#ifdef PLATFORM_POSIX
    Image GetFileIcon(const String& folder, const String& filename, bool isdir, bool isexe);
    Image PosixGetDriveImage(String dir);
#endif
```

And as I have explained in the first post, go to FileSel.cpp and in the definition remove "= false" from:

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

This is only a simple patch I have found useful. But it would be great if the FileSel developer could integrate this inside the code. Thank you very much to him/her.

Best regards

Koldo
