
Subject: 603.r9 TreeCtrl etc. repaint optimization [BUG?]-No,feature.ParentCtrl and Ctrl

Posted by [fudadmin](#) on Thu, 23 Mar 2006 08:29:05 GMT

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try this code:

```
#include <CtrlLib/CtrlLib.h>
```

```
class DirView : public Ctrl {
    Splitter horz;
    TreeCtrl tree1;
    ArrayCtrl table;
```

```
    Label label;
    StatusBar info;
    Array<EditString> edit;
    EditField wnd_edit, path_fld;
```

```
public:
```

```
    typedef DirView CLASSNAME;
```

```
    void OpenDir(int id);
    void CloseDir(int id);
    void ShowPath();
    DirView();
    ~DirView() {}
};
```

```
void DirView::CloseDir(int id) {
    tree1.RemoveChildren(id);
}
```

```
void DirView::OpenDir(int id) {
    String path = tree1.Get(id);
    for(FindFile ff(AppendFileName(path, "*.*")); ff; ff.Next()) {
        String n = ff.GetName();
        if(n != "." && n != "..")
            tree1.Add(id, ff.IsFolder() ? CtrlImg::Dir() : CtrlImg::File(),
                AppendFileName(path, n), n, ff.IsFolder());
    }
    table.Add(id,path);
}
```

```

void DirView::ShowPath() {
    info = ~tree1;
}

DirView::DirView() {
    path_fld.SetRect(0,0,350,50);
    Add( path_fld.TopPos(10) );

    horz.Add(tree1);
    horz.Add(table);
    horz.Add(wnd_edit);

    Add(horz.Horz().VSizePos(50,50));
#ifdef PLATFORM_WIN32
    String dir = String(GetExeFilePath()[0], 1) + "\\";
#else
    String dir = "/usr";
#endif
    tree1.SetRoot(CtrlImg::Dir(), dir);

    tree1.MultiSelect();

    tree1.WhenOpen = THISBACK(OpenDir);
    tree1.WhenClose = THISBACK(CloseDir);

    tree1.WhenCursor = THISBACK(ShowPath);

    tree1.AddFrame(info);
    tree1.Open(0,true);

    table.AddColumnAt(0,"id",10);
    table.AddColumnAt(1,"path",50);

}

GUI_APP_MAIN
{ TopWindow w;
  DirView dirview;
  dirview.SizePos();
  w.Add(dirview);
  w.Zoomable().Sizeable().Run();
}

```
