Subject: Re: treectrl with ctrl
Posted by mirek on Fri, 28 Aug 2009 09:47:42 GMT
View Forum Message <> Reply to Message

sapiency wrote on Wed, 26 August 2009 09:39hi,

with controls in Nodes it is not possible to use 'Value' and 'Key'

```
void  TreeCtrl::Set(int id, Value v)
{
 Item& m = item[id];
 if(m.ctrl)
  m.ctrl->SetData(v);
 else {
  m.value = m.key = v;
  RefreshItem(id);
 }
 SetOption(id);
}

void  TreeCtrl::Set(int id, Value k, Value v)
{
 Item& m = item[id];
 if(m.ctrl)
  m.ctrl->SetData(v);
 else {
  m.key = k;
  m.value = v;
  RefreshItem(id);
 }
 SetOption(id);
}
```

This could be solved if there would be a virtual method in Ctrl

```
virtual void SetData(const Value& data, const Value& value) {}
```

and modify the method in TreeCtrl to:

```
void  TreeCtrl::Set(int id, Value k, Value v)
{
 Item& m = item[id];
 if(m.ctrl)
  m.ctrl->SetData(k, v);
 else {
```

```
  m.key = k;
  m.value = v;
  RefreshItem(id);
 }
 SetOption(id);
}
```

Maybe it is possible to extend the code

regards

reinhard

Well, I think the design is quite right for value - widget now represents the Value of node. This behaviour is also consistent with ArrayCtrl.

There is a sort of question of what to do with key though. I think we should try something better...

Mirek
