
Subject: Can't add/remove +/- sign [CanOpen()]
Posted by [galious](#) on Thu, 07 Jan 2010 18:38:28 GMT
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Hi,

I'm having problems removing the +/- sign of a tree node. The use case is as follow:

I want to create a tree, where some nodes potentially are slow to add their child-nodes. Therefore for thee slow nodes I set CanOpen() on this node to display the +/- sign. Once a users tries to open the node and during the open action we identify no children are available I want to remove the +/- sign.

An example is added below. Once you navigate to a node without folders in it I expect the +/- sign to disappear, however this doesn't happen. How should I solve this?

BR,

Martin

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

struct App : TopWindow {
    TreeCtrl tree;

    typedef App CLASSNAME;

    void OpenDir(int id) {
        String path = tree[id];

        for(FindFile ff(AppendFileName(path, ".*")); ff; ff.Next()) {
            String n = ff.GetName();

            if(n != "." && n != ".." && ff.IsFolder()) {
                tree.Add(id, CtrlImg::Dir(),
                    AppendFileName(path, n), n, true);
            }
        }

        // I expect to get the +/- sign removed if a folder does not contain other folders
        // using the following code:
        if (tree.GetChildCount(id) == 0)
        {
            tree.GetNode(id).CanOpen(false);
        }
    }
}
```

```

        tree.Close(id);
        tree.RefreshItem(id);
    }
}

void CloseDir(int id) {
    tree.RemoveChildren(id);
}

App() {
    Add(tree.SizePos());

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

#ifdef PLATFORM_WIN32
    String dir = String(GetExeFilePath()[0], 1) + "\\\\";
#else
    String dir = "/usr";
#endif

    tree.SetRoot(CtrlImg::Dir(), dir);

    Sizeable();
}
};

GUI_APP_MAIN
{
    App().Run();
}

```
