
Subject: TreeCtrl: How to...?

Posted by [281264](#) on Sat, 18 Sep 2010 11:01:37 GMT

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Chaps:

Allow me to ask some questions concerning TreeCtrl. Here they go:

1.- What is the role of id, key and value? I think id is assigned automatically at the time a node is added and one can not control it-??;

2.- How to modify the look of the TreeCtrl? For example how to implement a Display? I am trying this in a .h file:

```
struct MyDisplay: public Display{  
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink,Color paper,dword style){  
        w.DrawRect(r,paper);  
    }  
};
```

And this in the implementation:

```
tree.SetDisplay(Single<MyDisplay>());
```

but I do not have a clear understanding of Display behaviour. For example if I wanted to modify the font, font color, backcolor, etc of an element of the tree when it is clicked, how to do it?

3.- How is Value q passed to a Display?

Many thank.

Cheers,

Javier
