
Subject: Re: Changing tree control style

Posted by [gprentice](#) on Fri, 07 Jan 2011 07:01:54 GMT

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To get the dotted line that I want I've had to do a series of DrawRect to draw a one pixel by one pixel rect i.e. a single pixel. The "dotted" line style supported by Windows and U++ is 3 pixels solid, 3 pixels clear which is not what I want. Is there any more efficient way to draw one pixel that calling DrawRect?

From TreeCtrl::Paint

```
if(yh >= 0 && yl < sz.cy) {
    int x = levelcx + levelcx * l.level + levelcx2 - org.x;
    //w.DrawRect(x, yl, 1, yh - yl, SColorShadow);
    for (int k = 0; k < (yh - yl); k += 2)
        w.DrawRect(x, yl + k, 1, 1, SColorShadow);
```

//...

```
if(w.IsPainting(0, y, sz.cx, msz.cy) && msz.cy > 0) {
    //w.DrawRect(op.x, op.y, levelcx2, 1, SColorShadow);
    for (int k = 2; k < levelcx2; k += 2)
        w.DrawRect(op.x + k, op.y, 1, 1, SColorShadow);
```