
Subject: Re: Can we get the private members of TreeCtrl made protected?

Posted by [cbpporter](#) on Thu, 02 Jul 2015 12:01:01 GMT

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Here is the list of things I need protected for my Paint:

protected:

```
struct Item : Node {
    union {
        int      parent;
        int      freelink;
    };
};
```

```
bool      free;
bool      isopen;
bool      sel;
Vector<int> child;
int       linei;
```

```
Size GetValueSize(const Display *treedisplay) const;
```

```
Size GetCtrlSize() const;
```

```
Size GetSize(const Display *treedisplay) const;
```

```
Item() { isopen = false; linei = -1; parent = -1; canselect = true; sel = false; free = false; }
};
```

```
struct Line : Moveable<Line> {
    int level;
    int itemi;
    int ll;
    int y;
};
```

```
ScrollBars sb;
Scroller  scroller;
bool      nobg;
int       levelcx;
bool      noroot;
Vector<Line> line;
Array<Item> item;
int       dropitem, dropinsert;
bool      highlight_ctrl;
int       cursor;
bool      nocursor;
bool      multiselect;
```

```
const Display *display;
```

```
int FindLine(int y) const;  
const Display *GetStyle(int i, Color& fg, Color& bg, dword& st);
```
