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

Posted by [cbporter](#) 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      freelist;  
    };
```

```
    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);
```
