Subject: Re: Can we get the private members of TreeCtrl made protected?
Posted by mirek on Sat, 29 Aug 2015 05:15:04 GMT

cbpporter wrote on Fri, 28 August 2015 12:51Thanks!

Use any name that you think is best. I can adapt. Now if we resolve the TimeStopHR, I can use stock U++ again :).

Ops, looks like I have not explained myself well... (english not being my native language).

Please, what I ask about is not about names, but semantics:

- using imgEmpty dimension for calculation in TreeCtrl::Paint instead of surrogate 'cross'

- calling ('executing') NoRoot in RenderMultiRoot (becuse I believe that you need to call NoRoot anyway to make it active).

Mirek