Subject: TreeGrid Control - Update 6
Posted by slashupp on Thu, 26 Nov 2015 11:53:08 GMT

View Forum Message <> Reply to Message

Hope someone will find the attached control useful.
The control seems fairly stable & release-ready...(feedback please)
If you check it out, please let me know what you think, and also any bugs, improvements, etc ...

Update 6:
Improved control: Show/Hide treelines & header
Small changes to Demo (added options to R-click menu)
Bug fixes and improved useability of the simple file manager (Linux-only)

The 'TG6.zip' file contains all three projects.

Usage Example

1. Add the TreeGrid package to your project.
2. Add: #include <TreeGrid/treegrid.h> to your source-file.
3. Example:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#include <TreeGrid/treegrid.h>

struct MyClass : public TopWindow
{
 typedef MyClass CLASSNAME;
 TreeGrid TG;
 MyClass();
 virtual ~MyClass() {}
};

MyClass::MyClass()
{
 Title("MyClass");
 SetRect(0,0,600,600);
 Sizeable();

 Add(TG.HSizePos().VSizePos());

 TG.AddColumn("Column 1", 200).Sorting();
 TG.AddColumn("Column 2", 200);
 TG.AddColumn("Column 3", 200);

 //indentation is just for readability..
```

```
//AddNode can fail in two cases: a supplied key is already used, and when out-of-memory
Node N=TG.AddNode(0, "tree-label (column 1-cell)", /*0 => at root of tree */
                  "key (if you want one)",
                  "column2-cell",
                  "column3-cell");

TG.AddNode(N, "tree sub-node label", /*N => parent of new node*/
              "", /*empty user-key - keys are auto-generated if empty*/
              "col2-cell",
              "col3-cell");

TG.AddNode(N, "sub label1",
              "",
              "col2-cell",
              "col3-cell");

TG.AddNode(N, "sub label2"); /*no key and you can have blank values*/
//must give key (even empty string) if you want values
//empty cells corresponding to the columns will be silently created

N=TG.AddNode(0, "another tree-label",
             "",
             "cell2",
             "cell3",
             "cell4 - you can have extra cells for private data");

TG.AddNode(N, "tree sub-node label", "", "col2-cell", "col3-cell");

Node N1=TG.AddNode(N, "tree sub-node label", "", "col2-cell", "col3-cell");

TG.AddNode(N1, "node n1", "", "value", "value");

TG.AddNode(N, "A Label", "", "col2-cell", "col3-cell");

TG.RefreshTreeGrid();
}

GUI_APP_MAIN
{
MyClass().Run();
}
```

File Attachments