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Subject: TreeGrid Control - Update 6

Posted by [slashupp](#) on Thu, 26 Nov 2015 11:53:08 GMT

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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();
}

```

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## File Attachments

1) [TG6.zip](#), downloaded 276 times

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