Subject: Re: Where can I store 32 bit data
Posted by mirek on Wed, 23 Aug 2006 10:06:31 GMT
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Instead of LPARAM, in U++ you can associate TWO Values with each tree item.

First one is just stored (key). You can retrieve it later (e.g. for active item).

Second one is displayed in TreeCtrl. You can even define HOW it is displayed using the Display class.

You can directly store virtually any concrete type to the Value and you can make your own types "Value-compatible". Some of U++ Value-compatible types are String, int, double, int64, bool, Image, Color, Font, Drawing, Date, Time....

Mirek