
Subject: OptionTree - something missing? [FIXED]

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Currently there doesn't seem to be a way of correctly configuring the OptionTree control from code, if you set one of the options it's parent does not get correctly updated.

In the example below I set an option using two different methods and neither results in a change to the parent nodes state (it should turn grey).

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

```
class AWindow : public TopWindow
```

```
{
public:
typedef AWindow CLASSNAME;
Option _optA, _optAA, _optAAA, _optAAB, _optAAC;
OptionTree _tree;
Button _btn;
```

```
AWindow()
```

```
{
    _tree.SetRoot(_optA, "Root");
    _tree.Add(0, _optAA, "Node");
    _tree.Add(1, _optAAA, "Leaf 1");
    _tree.Add(1, _optAAB, "Leaf 2");
    _tree.Add(1, _optAAC, "Leaf 3");
```

```
    _tree.LeftPosZ(0, 140).TopPosZ(0, 164);
    _btn.LeftPosZ(0, 140).TopPosZ(164, 20);
    _btn <<= THISBACK(ButtonPush);
```

```
    Add(_tree);
    Add(_btn);
```

```
    _tree.Set(3, 1); // Set through the TreeCtrl::Set - no call to SetOption
}
```

```
void ButtonPush()
```

```
{
    _optAAC.Set(1); // Set using the Option ctrl - also no call to SetOption
};
```

```
GUI_APP_MAIN
```

```
{
    AWindow w;
```

```
w.Run();  
}
```

The work of setting the parent node is done in the `OptionTree::SetOption` function, which never gets called. I can understand that setting the option directly probably shouldn't work, but calling the `Set` function should. Perhaps there needs to be an override of `TreeCtrl::Set()` so that `SetOption` can be called, but there may be a more elegant way.

Strangely I think this used to work in release 602 because I'm sure I would have noticed, but I can't find any relevant changes to `Option` or `OptionTree` so I could be wrong.

EDIT: I'm using 605 RC, but I've looked at the dev source and the problem looks like it's still there.
