
Subject: Re: OptionTree - something missing?
Posted by [mirek](#) on Sat, 07 Apr 2007 07:04:31 GMT
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You have to use TreeCtrl and little magic:

```
struct MyOption : Option {  
    virtual void LeftDown(Point p, dword keyflags) {  
        SetFocus();  
        Option::LeftDown(p, keyflags);  
    }  
};  
  
.....  
TreeCtrl tree;  
Array<MyOption> option; // clear before loading tree...  
.....  
  
TreeCtrl::Node node(option.Add());  
option.Top().SetLabel(text);  
int id = tree.Add(parentid, node);
```

Mirek
