
Subject: OptionTree inside a DropTree
Posted by [idkfa46](#) on Thu, 02 Apr 2020 09:41:42 GMT
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I need to allow multiple selections between around 10 options that why I was thinking about an OptionTree with one node inside a DropTree (to reduce space). Is it something possible?

Best,
Matteo

Subject: Re: OptionTree inside a DropTree
Posted by [idkfa46](#) on Wed, 08 Apr 2020 11:02:09 GMT
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No news is bad news?

Matteo :(

Subject: Re: OptionTree inside a DropTree
Posted by [omari](#) on Thu, 09 Apr 2020 08:00:27 GMT
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you can start by this :

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    PopUpTable list;  
    list.AddColumn("");  
    list.SetDropLines(9);  
  
    for(int i = 0; i < 7; i++){  
        list.Add();  
        list.CreateCtrl<Option>(i, 0, false).SetLabel("Option " + AsString(i));  
    }  
}
```

```
Button x;  
x.WhenAction = [&]{list.PopUp(&x);};
```

```
TopWindow w;
```

```
w.Add(x.LeftPos(20, 200).TopPos(50, 24));  
w.Run();  
}
```

Subject: Re: OptionTree inside a DropTree
Posted by [idkfa46](#) on Sun, 12 Apr 2020 09:47:37 GMT
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thank-you Omari!

It seems interesting but how can i retrieve info about Options I set in each line?

I can't find so much documentation/examples about PupupTable...

Best,
Matteo

Subject: Re: OptionTree inside a DropTree
Posted by [omari](#) on Sun, 12 Apr 2020 12:46:09 GMT
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GUI_APP_MAIN

```
{  
    PopUpTable list;  
    list.AddColumn("");  
    list.SetDropLines(9);  
  
    for(int i = 0; i < 7; i++){  
        list.Add();  
        list.CreateCtrl<Option>(i, 0, false).SetLabel("Option " + AsString(i));  
    }  
}
```

```
Button x;  
x.WhenAction = [&]{list.PopUp(&x);};
```

```
Button y;  
y.WhenAction = [&]{
```

```
    String r;
```

```
for(int i = 0; i < list.GetCount(); i++)
{
    Option* o = (Option*)list.GetCtrl(i, 0);
    if(o && *o)
        r << (o->GetLabel()) << "&";
}
```

```
PromptOK(r);
};
```

```
TopWindow w;
w.Add(x.LeftPos(20, 200).TopPos(50, 24));
w.Add(y.LeftPos(20, 200).TopPos(150, 24));
w.Run();
}
```

Subject: Re: OptionTree inside a DropTree
Posted by [idkfa46](#) on Thu, 16 Apr 2020 12:30:06 GMT
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Thank you Omari,
It works very well.

Is it my fault but I do not understand at all the meaning of

= [&] {

when you set a WhenAction.

Thanks,
Matteo
