Subject: Where can I store 32 bit data
Posted by unknown user on Wed, 23 Aug 2006 02:56:34 GMT
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It looks teectrl Item doesn't have a var to store 32 bit data like Window's HTREEITEM'S LPARAM.

Subject: Re: Where can I store 32 bit data
Posted by zsolt on Wed, 23 Aug 2006 06:23:03 GMT
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I'm using it to store 32 bit integers, but you can store anything in Value. See this page:
http://upp.sourceforge.net/srcdoc$Core$UserValue$en-us.html

Subject: Re: Where can I store 32 bit data
Posted by unknown user on Wed, 23 Aug 2006 07:05:28 GMT
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zsolt wrote on Wed, 23 August 2006 02:23I'm using it to store 32 bit integers, but you can store anything in Value. See this page:
http://upp.sourceforge.net/srcdoc$Core$UserValue$en-us.html
it's a little hard to understand

Subject: Re: Where can I store 32 bit data
Posted by fudadmin on Wed, 23 Aug 2006 08:44:06 GMT
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hongdong wrote on Wed, 23 August 2006 08:05zsolt wrote on Wed, 23 August 2006 02:23I'm using it to store 32 bit integers, but you can store anything in Value. See this page:
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it's a little hard to understand

Please, post your minimal code sample.

Subject: Re: Where can I store 32 bit data
Posted by unknown user on Wed, 23 Aug 2006 09:38:44 GMT
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fudadmin wrote on Wed, 23 August 2006 04:44hongdong wrote on Wed, 23 August 2006 08:05zsolt wrote on Wed, 23 August 2006 02:23I'm using it to store 32 bit integers, but you can store anything in Value. See this page:
http://upp.sourceforge.net/srcdoc$Core$UserValue$en-us.html
it's a little hard to understand

Please, post your minimal code sample.

sorry,not ready yet,I used LPARA to store database record id in my MFC code,so I would to do the same thing in U++,but I found U++ TreeCtrl doesn't have such kind of variable. btw,after I played with U++ a day,I really like it now,I create a simple GUI,build with MingW,optimized for size,upx the exe file,finally the size is 537kb.attach is the screenshot

if I didn't try,I never know U++ is so good!!!

File Attachments
1) Netpath.PNG, downloaded 2528 times

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

Subject: Re: Where can I store 32 bit data
Posted by mirek on Wed, 23 Aug 2006 10:08:24 GMT
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P.S.: Looking at the image you posted

- looks like U++ is able to support chinesse in the end

- you are using 605 version ("stable"). There are many improvements in current "dev" version, maybe you could try it in parallel.

Mirek

Subject: Re: Where can I store 32 bit data
Posted by unknown user on Wed, 23 Aug 2006 14:57:08 GMT

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luzr wrote on Wed, 23 August 2006 06:06Instead of LPARAM, in U++ you can associate TWO Values with each tree item.

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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

thanks for your explanation,I will try when ready.