Subject: Right Clicking Tree Nodes?
Posted by Ishi on Sun, 29 Jul 2007 19:07:47 GMT

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Hi there,

I'm pretty new to U++ but it seems really good so far.

My first major problem is how to set a right click menu for when you right click on a tree node, e.g.:

Apologies if this has been asked before, I had a mosey around the forum but couldn't find anything. Thanks in advance for any help, much appreciated.

Subject: Re: Right Clicking Tree Nodes?
Posted by fudadmin on Sun, 29 Jul 2007 20:39:41 GMT

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U++ TreeCtrl up to 2007.1 didn't have any standard right click menu (if you have that in mind) unlike ArrayCtrl. You would need to implement one yourself.
Have a look at ArrayCtrl or theide or some other supplied examples (with global find Ctrl_Sfift_F look for "RightClick" or "StdBar"). Or wait until someone posts an example...

Subject: Re: Right Clicking Tree Nodes?
Posted by mrjt on Mon, 30 Jul 2007 08:40:25 GMT

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In constructor:
tree.WhenBar = THISBACK(TreeMenu);

And add OnTreeMenu function:
void TreeMenu(Bar &bar) {
 bar.Add("Menu Item 1", THISBACK(OnItem1));
      // etc.
}

Use tree.GetCursor to determine which node the mouse was clicked on.

James.

Subject: Re: Right Clicking Tree Nodes?
Posted by Ishi on Mon, 30 Jul 2007 13:21:17 GMT

Awesome. Thanks a lot guys ^_^