
Subject: problem in Refreshing at end of tree
Posted by [huanghuan](#) on Tue, 18 Mar 2008 04:03:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure the tree has a vertical scroll bar.

```
...
+-aaa
|-bbb
--NODE
| |-sub1
| |-sub2
| -sub3
|-node1
-node2
```

At bottom of the tree is show above.
A NODE has several sub nodes, and also has some sibling nodes at the end.
After the NODE closed, the UI below it did NOT refreshed.

Subject: Re: problem in Refreshing at end of tree
Posted by [rylek](#) on Tue, 18 Mar 2008 10:25:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the report!

This is a quick fix, to be applied to

uppsrc/CtrlLib/TreeCtrl.cpp#383:

change

```
sb.SetTotal(treesize);
```

to

```
if(treesize != sb.GetTotal()) {
    sb.SetTotal(treesize);
    Refresh();
}
```

Regards

Tomas

P.S. Some other fixes have taken place recently in TreeCtrl.cpp. However, the above is the only occurrence of sb.SetTotal in the whole file. Alternatively I'm enclosing my up-to-date TreeCtrl.cpp you should be able to use as a replacement for yours. Unfortunately you would also have to update the header file.

File Attachments

- 1) [TreeCtrl.cpp](#), downloaded 478 times
 - 2) [TreeCtrl.h](#), downloaded 467 times
-

Subject: Re: problem in Refreshing at end of tree
Posted by [huanghuan](#) on Tue, 18 Mar 2008 13:32:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for all. I will update them.
I'm in a project base on Upp.
Upp is very good for UI develop.
