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Subject: Can we get OptionTree:ManualMode?

Posted by [cbporter](#) on Mon, 07 Jul 2008 14:34:08 GMT

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So that OptionTree no longer check items for you when you click on other items. This is useful if you have a tree like A/B/C/D and check means process or similar operation, and unchecking C will only process A/B/D, with D processed even though C is skipped.

```
class OptionTree : public TreeCtrl {  
...  
    bool manualMode;  
  
...  
    OptionTree& ManualMode()      { manualMode = true; return *this; }  
  
  
void OptionTree::SetOption(int id)  
{  
    Option *opt = option[id];  
    ASSERT(opt);  
  
    if (manualMode)  
    {  
        WhenOption();  
        return;  
    }  
  
    SetChildren(id, opt->Get());  
    for(;;) {  
        id = GetParent(id);  
        if(id < 0)  
            break;  
        bool t = false;  
        bool f = false;  
        bool n = false;  
        for(int i = 0; i < GetChildCount(id); i++) {  
            int chid = GetChild(id, i);  
            Option *opt = option[chid];  
            if(opt) {  
                int x = opt->Get();  
                if(x == 1)  
                    t = true;  
                else  
                    if(x == 0)
```

```
f = true;
else
    n = true;
}
}
opt = option[id];
if(opt) {
    if(t && f || n) {
        opt->Set(Null);
    }
    else
        opt->Set(t);
}
}
WhenOption();
}
```

OptionTree::OptionTree(): manualMode(false) { aux.Add(); }

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Subject: Re: Can we get OptionTree:ManualMode?  
Posted by [mirek](#) on Tue, 08 Jul 2008 16:23:32 GMT

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cbporter wrote on Mon, 07 July 2008 10:34So that OptionTree no longer check items for you when you click on other items. This is useful if you have a tree like A/B/C/D and check means process or similar operation, and unchecking C will only process A/B/D, with D processed even though C is skipped.

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{
    Option *opt = option[id];
    ASSERT(opt);

    if (manualMode)
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```
WhenOption();
return;
}

SetChildren(id, opt->Get());
for(;;) {
id = GetParent(id);
if(id < 0)
break;
bool t = false;
bool f = false;
bool n = false;
for(int i = 0; i < GetChildCount(id); i++) {
int chid = GetChild(id, i);
Option *opt = option[chid];
if(opt) {
int x = opt->Get();
if(x == 1)
t = true;
else
if(x == 0)
f = true;
else
n = true;
}
}
opt = option[id];
if(opt) {
if(t && f || n) {
opt->Set(Null);
}
else
opt->Set(t);
}
}
WhenOption();
}
```

OptionTree::OptionTree(): manualMode(false) { aux.Add(); }

OK, patch applied.

Mirek

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Subject: Re: Can we get OptionTree:ManualMode?  
Posted by [cbporter](#) on Tue, 08 Jul 2008 21:12:32 GMT

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Thank you!

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