
Subject: Can we get OptionTree::ManualMode?

Posted by [cbpporter](#) 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(); }
```

Subject: Re: Can we get OptionTree:ManualMode?
 Posted by [mirek](#) on Tue, 08 Jul 2008 16:23:32 GMT
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cbpporter wrote on Mon, 07 July 2008 10:34 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.

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WhenOption();
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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

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

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Thank you!
