Subject: Small Upp gems. Native icons in TreeCtrl
Posted by koldo on Wed, 01 Oct 2008 16:33:59 GMT

Dear all

When I want a new possibility from Upp, it is Upp the main source of solutions. One example:
Sample TreeCtrl looks not very good as the icons are too simple, but with a little change you get
fine native icons (see "Before" and "After").

How to do it?. Very simple. Go to main.cpp and in OpenDir() function change this:
tree1.Add(id, ff.IsFolder() ? CtrlImg::error() : CtrlImg::File(),
with this:
tree1.Add(id, ff.IsFolder() ? GetFileIcon(n, true, false) : GetFileIcon(n, false, false),
To use function "Image GetFileIcon(const char *path, bool dir, bool force)" you have to go to
declare it in, for example, FileSel.h and go to FileSel.cpp and in the definition change:

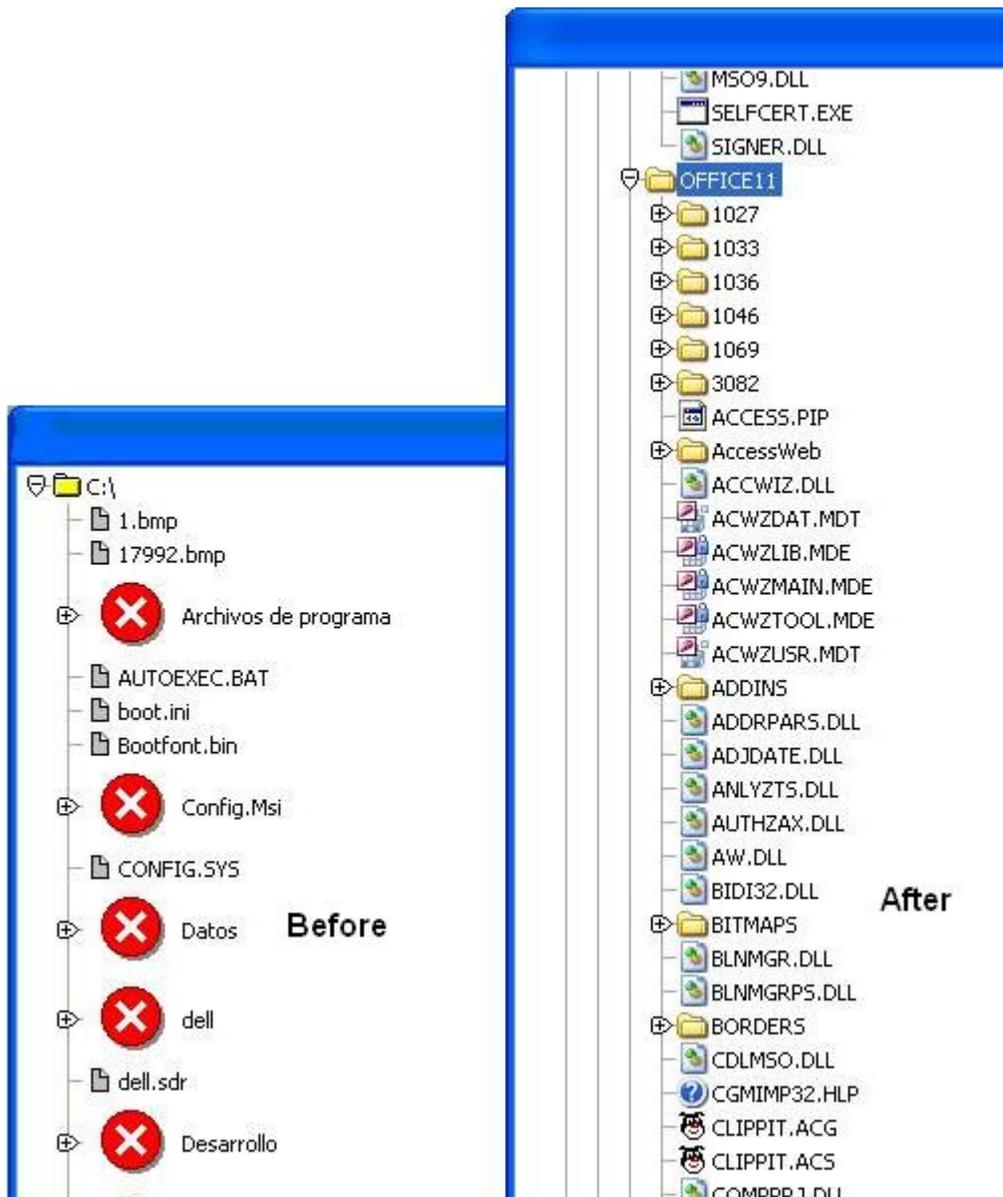Image GetFileIcon(const char *path, bool dir, bool force = false)

by

Image GetFileIcon(const char *path, bool dir, bool force)

Thats all. Thank you Upp developers!

File Attachments
1) Screen.JPG, downloaded 1261 times

MSO9.DLL
SELFCERT.EXE
SIGNER.DLL
OFFICE11
1027
1033
1036
1046
1069
3082
ACCESS.PIP
AccessWeb
ACCWIZ.DLL
ACWZDAT.MDT
ACWZLIB.MDE
ACWZMAIN.MDE
ACWZTOOL.MDE
ACWZUSR.MDT
ADDINS
ADDRPARS.DLL
ADJDATE.DLL
ANLYZTS.DLL
AUTHZAX.DLL
AW.DLL
BIDI32.DLL
BITMAPS
BLNMGR.DLL
BLNMGRPS.DLL
BORDERS
CDLMSO.DLL
CGMIMP32.HLP
CLIPPIT.ACG
CLIPPIT.ACS
COMPPR1.DLL

After

C:\
1.bmp
17992.bmp
Archivos de programa
AUTOEXEC.BAT
boot.ini
Bootfont.bin
Config.Msi
CONFIG.SYS
Datos
dell
dell.sdr
Desarrollo

Before

Subject: Re: Small Upp gems. Native icons in TreeCtrl
Posted by mr_ped on Wed, 01 Oct 2008 17:31:42 GMT
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tree1.Add(id, ff.IsFolder() ? GetFileIcon(n, true, false) : GetFileIcon(n, false, false),
I would write as:
tree1.Add(id, GetFileIcon(n, ff.IsFolder())),

And it's WIN32 specific :/ ... but nice change.

Subject: Re: Small Upp gems. Native icons in TreeCtrl
Posted by koldo on Wed, 01 Oct 2008 20:44:47 GMT

Hi Mr_ped

I cannot get it now but there is a promising

---> Image GetFileIcon(const String& folder, const String& filename, bool isdir, bool isexe);

between #ifdef PLATFORM_X11 #ifdef flagNOGTK

As this is the function that FileSel uses in Gtk ... it will work!.

Perhaps I will do a little bit more in few days and I propose you a unified function for Linux and Windows.

Sorry for not waiting some days to check it in Linux. I was so happy that I could not wait.

And I am checking new gems from Upp very useful to show you in few days ...

Best regards
Koldo

Subject: Re: Small Upp gems. Native icons in TreeCtrl. (Now Linux&Win)
Posted by koldo on Sat, 04 Oct 2008 12:39:35 GMT

Dear all

Thank you for waiting... Now it works also in Linux.
The function is:

```
Image NativeFileIcon(const char *path, bool folder)
{
#if defined(PLATFORM_WIN32)
 if (folder)
  return GetFileIcon(path, true, true);
 else
  return GetFileIcon(path, false);
#endif
#ifdef PLATFORM_POSIX
 bool isdrive = folder && ((path == "/media") || (path == "/mnt"));
 FindFile ff(path);
 return isdrive ? PosixGetDriveImage(ff.GetName())
     : GetFileIcon(path, ff.GetName(), folder, ff.GetMode() & 0111);
#endif
```

}
It is also necessary to add this in FileSel.h

```
#if defined(PLATFORM_WIN32)
 Image GetFileIcon(const char *path, bool dir, bool force = false)
#endif
#ifdef PLATFORM_POSIX
 Image GetFileIcon(const String& folder, const String& filename, bool isdir, bool isexe);
 Image PosixGetDriveImage(String dir);
#endif
```

And as I have explained in the first post, go to FileSel.cpp and in the definition remove "= false" from:

```
Image GetFileIcon(const char *path, bool dir, bool force = false)
```

This is only a simple patch I have found useful. But it would be great if the FileSel developer could integrate this inside the code. Thank you very much to him/her.

Best regards
Koldo

Subject: Re: Small Upp gems. Native icons in TreeCtrl. (Now Linux&Win)
Posted by mirek on Sat, 18 Oct 2008 17:26:37 GMT
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koldo wrote on Sat, 04 October 2008 08:39Dear all

Thank you for waiting... Now it works also in Linux.
The function is:

```
Image NativeFileIcon(const char *path, bool folder)
{
#if defined(PLATFORM_WIN32)
 if (folder)
  return GetFileIcon(path, true, true);
 else
  return GetFileIcon(path, false);
#endif
#ifdef PLATFORM_POSIX
 bool isdrive = folder && ((path == "/media") || (path == "/mnt"));
 FindFile ff(path);
 return isdrive ? PosixGetDriveImage(ff.GetName())
     : GetFileIcon(path, ff.GetName(), folder, ff.GetMode() & 0111);
#endif
}
```

It is also necessary to add this in FileSel.h

```
#if defined(PLATFORM_WIN32)
 Image GetFileIcon(const char *path, bool dir, bool force = false)
#endif
#ifdef PLATFORM_POSIX
 Image GetFileIcon(const String& folder, const String& filename, bool isdir, bool isexe);
 Image PosixGetDriveImage(String dir);
#endif
```

And as I have explained in the first post, go to FileSel.cpp and in the definition remove "= false" from:

```
Image GetFileIcon(const char *path, bool dir, bool force = false)
```

This is only a simple patch I have found useful. But it would be great if the FileSel developer could integrate this inside the code. Thank you very much to him/her.

Best regards
Koldo

Adopted as

```
Image NativePathIcon(const char *path, bool folder)
{
#if defined(PLATFORM_WIN32)
 if (folder)
  return GetFileIcon(path, true, true);
 else
  return GetFileIcon(path, false);
#endif
#ifdef PLATFORM_POSIX
 bool isdrive = folder && ((path == "/media") || (path == "/mnt"));
 return isdrive ? PosixGetDriveImage(GetFileName(path))
     : GetFileIcon(path, GetFileName(path), folder, ff.GetMode() & 0111);
#endif
}

Image NativePathIcon(const char *path)
{
 FindFile ff(path);
 return NativePathIcon(path, ff.IsFolder());
}
```

(BTW, is my simplified GetFileName solution corrent or was there any other idea why have you used FindFile?).

Mirek

Subject: Re: Small Upp gems. Native icons in TreeCtrl. (Now Linux&Win)
Posted by koldo on Sat, 18 Oct 2008 18:56:21 GMT

Hello luzr

Thank you for considering this!

I have used FindFile because of the ff.GetMode() & 0111. Please do not forget to go to FileSel.cpp and in the definition remove "= false" from:

Image GetFileIcon(const char *path, bool dir, bool force = false)

Also I would like you to consider the fix in FileSel.cpp in
http://www.ultimatepp.org/forum/index.php?t=msg&goto=185 42&#msg_18542

Best regards
Koldo