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

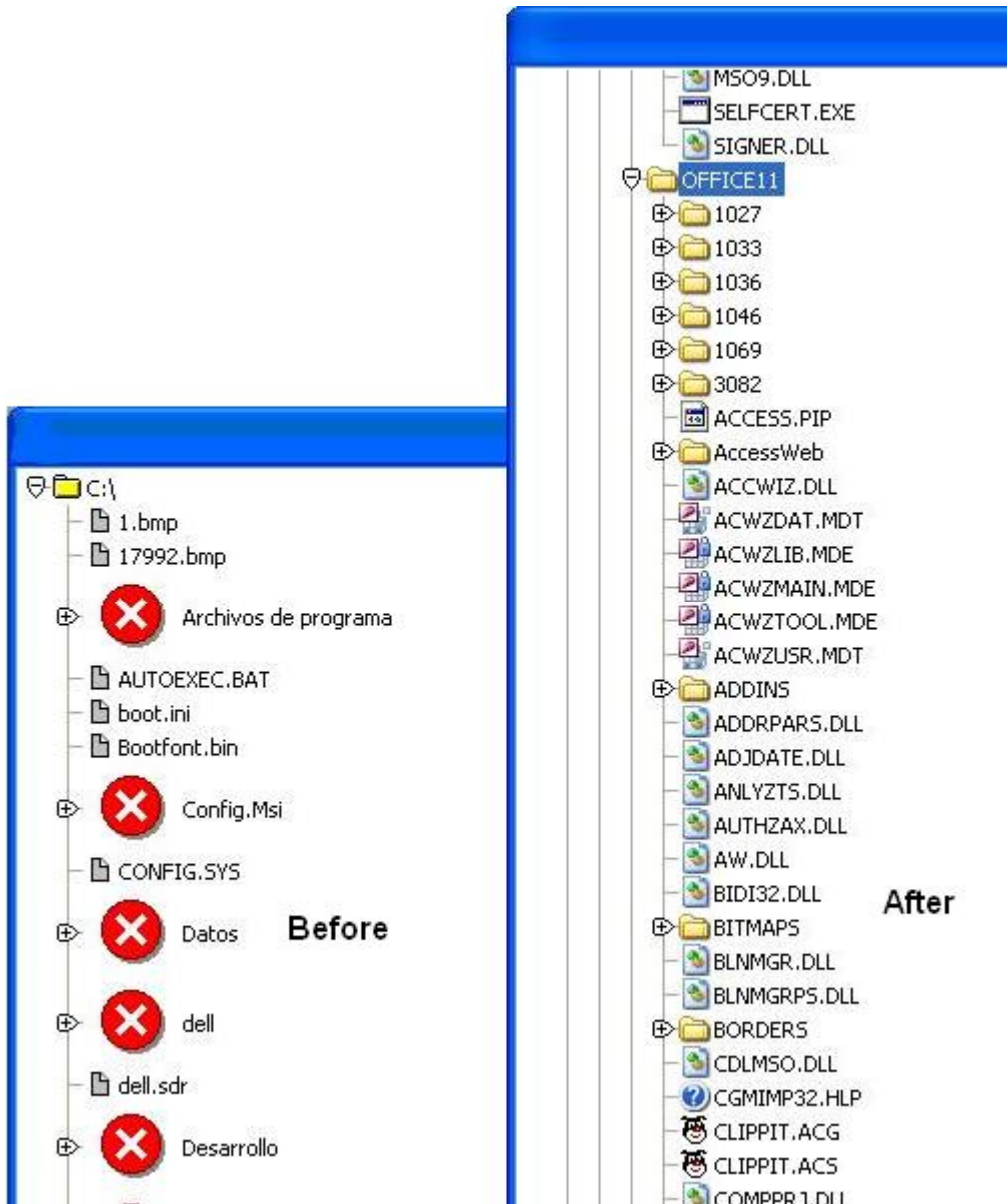
```
Image GetFileIcon(const char *path, bool dir, bool force)
```

Thats all. Thank you Upp developers!

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## File Attachments

1) [Screen.JPG](#), downloaded 1339 times



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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.

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

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

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

```
Image NativeFileIcon(const char *path, bool folder)
{
#ifdef 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

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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)
{
#ifdef 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 correct or was there any other idea why have you used FindFile?).

Mirek

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Subject: Re: Small Upp gems. Native icons in TreeCtrl. (Now Linux&Win)

Posted by [koldo](#) on Sat, 18 Oct 2008 18:56:21 GMT

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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=18542&#msg\\_18542](http://www.ultimatepp.org/forum/index.php?t=msg&goto=18542&#msg_18542)

Best regards

Koldo

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