
Subject: 603.r9 TreeCtrl etc. repaint optimization [BUG?]-No,feature.ParentCtrl and Ctrl

Posted by [fudadmin](#) on Thu, 23 Mar 2006 08:29:05 GMT

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try this code:

```
#include <CtrlLib/CtrlLib.h>
```

```
class DirView : public Ctrl {
    Splitter horz;
    TreeCtrl tree1;
    ArrayCtrl table;
```

```
    Label label;
    StatusBar info;
    Array<EditString> edit;
    EditField wnd_edit, path_fld;
```

```
public:
```

```
    typedef DirView CLASSNAME;
```

```
    void OpenDir(int id);
    void CloseDir(int id);
    void ShowPath();
    DirView();
    ~DirView() {}
};
```

```
void DirView::CloseDir(int id) {
    tree1.RemoveChildren(id);
}
```

```
void DirView::OpenDir(int id) {
    String path = tree1.Get(id);
    for(FindFile ff(AppendFileName(path, "*.*")); ff; ff.Next()) {
        String n = ff.GetName();
        if(n != "." && n != "..")
            tree1.Add(id, ff.IsFolder() ? CtrlImg::Dir() : CtrlImg::File(),
                AppendFileName(path, n), n, ff.IsFolder());
    }
    table.Add(id,path);
}
```

```

void DirView::ShowPath() {
    info = ~tree1;
}

DirView::DirView() {
    path_fld.SetRect(0,0,350,50);
    Add( path_fld.TopPos(10) );

    horz.Add(tree1);
    horz.Add(table);
    horz.Add(wnd_edit);

    Add(horz.Horz().VSizePos(50,50));
#ifdef PLATFORM_WIN32
    String dir = String(GetExeFilePath()[0], 1) + "\\";
#else
    String dir = "/usr";
#endif
    tree1.SetRoot(CtrlImg::Dir(), dir);

    tree1.MultiSelect();

    tree1.WhenOpen = THISBACK(OpenDir);
    tree1.WhenClose = THISBACK(CloseDir);

    tree1.WhenCursor = THISBACK(ShowPath);

    tree1.AddFrame(info);
    tree1.Open(0,true);

    table.AddColumnAt(0,"id",10);
    table.AddColumnAt(1,"path",50);

}

GUI_APP_MAIN
{ TopWindow w;
  DirView dirview;
  dirview.SizePos();
  w.Add(dirview);
  w.Zoomable().Sizeable().Run();
}

```

Subject: Re: 603.r9 TreeCtrl etc. one more repaint optimization bug?

Posted by [mirek](#) on Thu, 23 Mar 2006 21:58:18 GMT

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Not a bug - what you requested is what you got.

You are using Ctrl as base for DirView. Ctrl is implicitly opaque, means it has to paint its content.

```
Add(horz.Horz().VSizePos(50,50));
```

creates strips at top and bottom - and you never paint them.

Either add a Paint to DirView, or make in transparent so that TopWindow takes care of painting (by painting standard light-gray background).

As you are here composing several child Ctrl's into single bigger one, you might consider using ParentCtrl as the base class for DirView. The only real difference from Ctrl is that ParentCtrl is transparent by default.

Mirek

Subject: Re: 603.r9 TreeCtrl etc. one more repaint optimization bug?

Posted by [fudadmin](#) on Fri, 24 Mar 2006 18:31:57 GMT

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luzr wrote on Thu, 23 March 2006 21:58: Not a bug - what you requested is what you got.

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Add(horz.Horz().VSizePos(50,50));
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Mirek

Thanks. Great. I was thinking: "Where I could use ParentCtrl..."
