
Subject: Can't add/remove +/- sign [CanOpen()]
Posted by [galious](#) on Thu, 07 Jan 2010 18:38:28 GMT
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Hi,

I'm having problems removing the +/- sign of a tree node. The use case is as follow:

I want to create a tree, where some nodes potentially are slow to add their child-nodes. Therefore for thee slow nodes I set CanOpen() on this node to display the +/- sign. Once a users tries to open the node and during the open action we identify no children are available I want to remove the +/- sign.

An example is added below. Once you navigate to a node without folders in it I expect the +/- sign to disappear, however this doesn't happen. How should I solve this?

BR,

Martin

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

struct App : TopWindow {
    TreeCtrl tree;

    typedef App CLASSNAME;

    void OpenDir(int id) {
        String path = tree[id];

        for(FindFile ff(AppendFileName(path, "*.*")); ff; ff.Next()) {
            String n = ff.GetName();

            if(n != "." && n != ".." && ff.IsFolder()) {
                tree.Add(id, CtrlImg::Dir(),
                    AppendFileName(path, n), n, true);
            }
        }

        // I expect to get the +/- sign removed if a folder does not contain other folders
        // using the following code:
        if (tree.GetChildCount(id) == 0)
        {
            tree.GetNode(id).CanOpen(false);
        }
    }
}
```

```

        tree.Close(id);
        tree.RefreshItem(id);
    }
}

void CloseDir(int id) {
    tree.RemoveChildren(id);
}

App() {
    Add(tree.SizePos());

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

#ifdef PLATFORM_WIN32
    String dir = String(GetExeFilePath())[0, 1) + "\\.";
#else
    String dir = "/usr";
#endif

    tree.SetRoot(CtrlImg::Dir(), dir);

    Sizeable();
}
};

GUI_APP_MAIN
{
    App().Run();
}

```

Subject: Re: Can't add/remove +/- sign [CanOpen()]
Posted by [mirek](#) on Fri, 08 Jan 2010 16:32:41 GMT
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```

if (tree.GetChildCount(id) == 0)
{
    TreeCtrl::Node node = tree.GetNode(id);
    node.CanOpen(false);
    tree.SetNode(id, node);
}

```

(Does not return reference but value and needs to be set again).

Mirek

Subject: Re: Can't add/remove +/- sign [CanOpen()]
Posted by [galious](#) on Sat, 09 Jan 2010 01:04:43 GMT
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Of course, seems logical considering the 'pick' design of UPP.

Thanks,

Martin

Subject: Re: Can't add/remove +/- sign [CanOpen()]
Posted by [mirek](#) on Sat, 09 Jan 2010 11:50:01 GMT
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galious wrote on Fri, 08 January 2010 20:04Of course, seems logical considering the 'pick' design of UPP.

Thanks,

Martin

Well, the main reason there is that TreeCtrl needs to be updated if Node changes. Which would lead to too complex logic for GetNode returning the reference - Node would need to store pointer to TreeCtrl and update it accordingly. And standalone nodes would be complicated....
