Subject: OptionTree loses check state
Posted by galious on Sun, 17 Jan 2010 23:53:38 GMT
View Forum Message <> Reply to Message

Hi,

when dynamically adding childs to a node in a OptionTree the check state of the both the childs and the parent is lost. E.G. using the code provided below try to tick on the root node (while it is still collapsed) and after expanding no checkbox will be ticked on.

I didn't expect this behaviour and so changed it in the UPP code:

in TreeCtrl.cpp

```
int OptionTree::Insert(int parentid, int i, const Image& img, const char *text)
{
 return Insert(parentid, i, img, aux.Add().Set(option[parentid]->Get()).NoNotNull(), text);
}

int OptionTree::Insert(int parentid, int i, const char *text)
{
 return Insert(parentid, i, aux.Add().Set(option[parentid]->Get()).NoNotNull(), text);
}
```

and to provide the chaining behaviour in Button.cpp (and of course I changed the declaration to):

```
Option&  Option::Set(int b) {
 if(b != option) {
  option = b;
  Update();
  RefreshPush();
 }

 return *this;
}
```

Finally the code I tested with:

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

using namespace Upp;
```

```
struct App : TopWindow {
   OptionTree   tree;

   typedef App CLASSNAME;

   void OpenDir(int id) {
      String path = tree.GetLabel(id);

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

         if(n != "." && n != ".." && ff.IsFolder()) {
            int childId = tree.Add(id, AppendFileName(path, n));
            tree.SetNode(childId, tree.GetNode(childId).CanOpen(true));
         }
      }
   }

   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(dir);
      tree.Set(0, dir);

      Sizeable();
   }
};

GUI_APP_MAIN
{
   App().Run();
}
```

Is it possible to include this change (at the least changed behaviour) in UPP?

Best regards,

Martin Schut

Subject: Re: OptionTree loses check state
Posted by mirek on Sun, 24 Jan 2010 14:05:58 GMT
View Forum Message <> Reply to Message

Thanks, patch applied.
