Subject: TreeCtrl: How to...?
Posted by 281264 on Sat, 18 Sep 2010 11:01:37 GMT
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Chaps:

Allow me to ask some questions concerning TreeCtrl. Here they go:

1.- What is the role of id, key and value? I think id is assigned automatically at the time a node is added and one can not control it-??;

2.- How to modify the look of the TreeCtrl? For example how to implement a Display? I am trying this in a .h file:


```
struct MyDisplay: public Display{
 virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink,Color paper,dword style){
  w.DrawRect(r,paper);
 }
};
```
And this in the implementation:

```
tree.SetDisplay(Single<MyDisplay>());
```

but I do not have a clear understanding of Display behaviour. For example if I wanted to modify the font, font color, backcolor, etc of an element of the tree when it is clicked, how to do it?

3.- How is Value q passed to a Display?

Many thank.

Cheers,

Javier

Subject: Re: TreeCtrl: How to...?
Posted by mrjt on Tue, 21 Sep 2010 08:37:40 GMT
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1- Yes. Id is for internal tracking. Key is a value assigned by the developer to track items and Value is the representation of Key that the developer want to opresent the user.

2- The dword style contains a value indicating that the element being drawn is selected. Ctrl::SELECTED or something like that.

3- q is the Value of the item being drawn.