
Subject: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?
[SOLVED...]

Posted by [fudadmin](#) on Sat, 08 Apr 2006 00:10:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Other way than:

```
//before edit
    tree.Remove(editid);
    tree.Add(parentid, CtrlImg::imgEdit(), edit.Top(), 200);
....
```

```
//after edit
    tree.Remove(editid);
    tree.Add(parentid, CtrlImg::imgOK(), edit.Value(), 200);
```

would be good something like

```
tree.Add(int parentid, const Image& img, Ctrl& ctrl, int cx, int cy, bool withopen)
```

```
tree.Set(int parentid, const Image& img, Ctrl& ctrl, int cx, int cy, bool withopen)
```

...Or???

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Posted by [mirek](#) on Sat, 08 Apr 2006 10:50:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not sure what exactly you want to achieve, however, AFAIK the critical part is still

TreeCtrl::Node...

Mirek

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Posted by [fudadmin](#) on Sat, 08 Apr 2006 14:32:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sat, 08 April 2006 11:50 Not sure what exactly you want to achieve, however, AFAIK the critical part is still TreeCtrl::Node...

Mirek

Yes. And that was the hint behind ...Or???

But

```
TreeCtrl::Node n = tree.GetNode(editid);
```

```
// n = TreeCtrl::Node::Node(CtrlImg::Var(), edit.Top(), 200, 20); //I want something like this
n.SetImage(CtrlImg::Var());
n.SetCtrl(editor);
n.SetSize(Size(200,20));

tree.SetNode(editid, n);
```

this code requires me to close and reopen the parent node to see the editor...
What's wrong in here?

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?
Posted by [fudadmin](#) on Sat, 08 Apr 2006 14:39:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sat, 08 April 2006 11:50Not sure what exactly you want to achieve...
Mirek

The same like with F2 in MS Explorer. Is there an easier way?

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?
Posted by [mirek](#) on Sat, 08 Apr 2006 15:09:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I see.

Well, first, this looks like corner case ortoghonality bug (I mean this is not typical usage, however, U++ should work anyway .

Personally, I would rather tried to implement this by placing EditString over the TreeCtrl spot.

Mirek

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?
Posted by [fudadmin](#) on Sat, 08 Apr 2006 18:29:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sat, 08 April 2006 16:09I see.

Well, first, this looks like corner case ortoghonality bug (I mean this is not typical usage, however, U++ should work anyway .

Personally, I would rather tried to implement this by placing EditString over the TreeCtrl spot.

Mirek

At last, at least a bug? I've spent some crazy time since yesterday with those TreeCtrl::Node's

Personally, I would rather have added Dirty() instead of RefreshItem(id) in TreeCtrl.cpp:

```
void TreeCtrl::SetNode(int id, const TreeCtrl::Node& n)
{
    (TreeCtrl::Node&)item[id] = n;
    Dirty(id); //aris added - for refreshing added controls
    // RefreshItem(id); //not needed anymore?
}
```

don't you think?

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Posted by [mirek](#) on Sat, 08 Apr 2006 19:21:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, sounds like a good idea, thanks! That should solve the corner-case...

Mirek

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Posted by [fudadmin](#) on Sun, 09 Apr 2006 02:44:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sat, 08 April 2006 20:21 Yes, sounds like a good idea, thanks! That should solve the corner-case...

Mirek

Sorry, what's "the corner-case"?

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Posted by [mirek](#) on Sun, 09 Apr 2006 05:31:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Sat, 08 April 2006 22:44 luzr wrote on Sat, 08 April 2006 20:21 Yes, sounds like a good idea, thanks! That should solve the corner-case...

Mirek

Sorry, what's "the corner-case"?

Ehm, pardon my english, I am not sure whether that is the real term that I accidentally picked somewhere on the WWW (as I have learnt most of my czechish) or if I simply made it up - it should describe situation as being unlikely to happen in normal usage, some untypical, unplanned use, that however should work anyway.

Mirek

Subject: Re: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?
Posted by [fudadmin](#) on Sun, 09 Apr 2006 12:00:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sun, 09 April 2006 06:31fudadmin wrote on Sat, 08 April 2006 22:44luzr wrote on Sat, 08 April 2006 20:21Yes, sounds like a good idea, thanks! That should solve the corner-case...

Mirek

Sorry, what's "the corner-case"?

Ehm, pardon my english, I am not sure whether that is the real term that I accidentally picked somewhere on the WWW (as I have learnt most of my czechish) or if I simply made it up - it should describe situation as being unlikely to happen in normal usage, some untypical, unplanned use, that however should work anyway.

Mirek

Ahh.. It's ok. I was a bit confused because I started thinking about corner orthogonality - the problem which exists in 2D and 3D applications...
