Subject: [IMPROVEMENT - WIN32] TreeCtrl should use native icons (open and close).
Posted by Klugier on Mon, 12 Aug 2013 19:48:25 GMT
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Hello,

I have noticed that we can emulate TreeCtrl "plus" and "minus" images on Microsoft Windows. Here is two additional lines of code for Win32 backend (ChWin32 - void ChHostSkin()):

```
CtrlImg::Set("treeplus", XpImage(XP_TREEVIEW, TVP_GLYPH, GLPS_CLOSED, Null, Size(11, 11)));
CtrlImg::Set("treeminus", XpImage(XP_TREEVIEW, TVP_GLYPH, GLPS_OPENED, Null, Size(11, 11)));
```

Of course, we need to add additional widget to XpTheme.dll:

```
WIDGET(TREEVIEW)
```

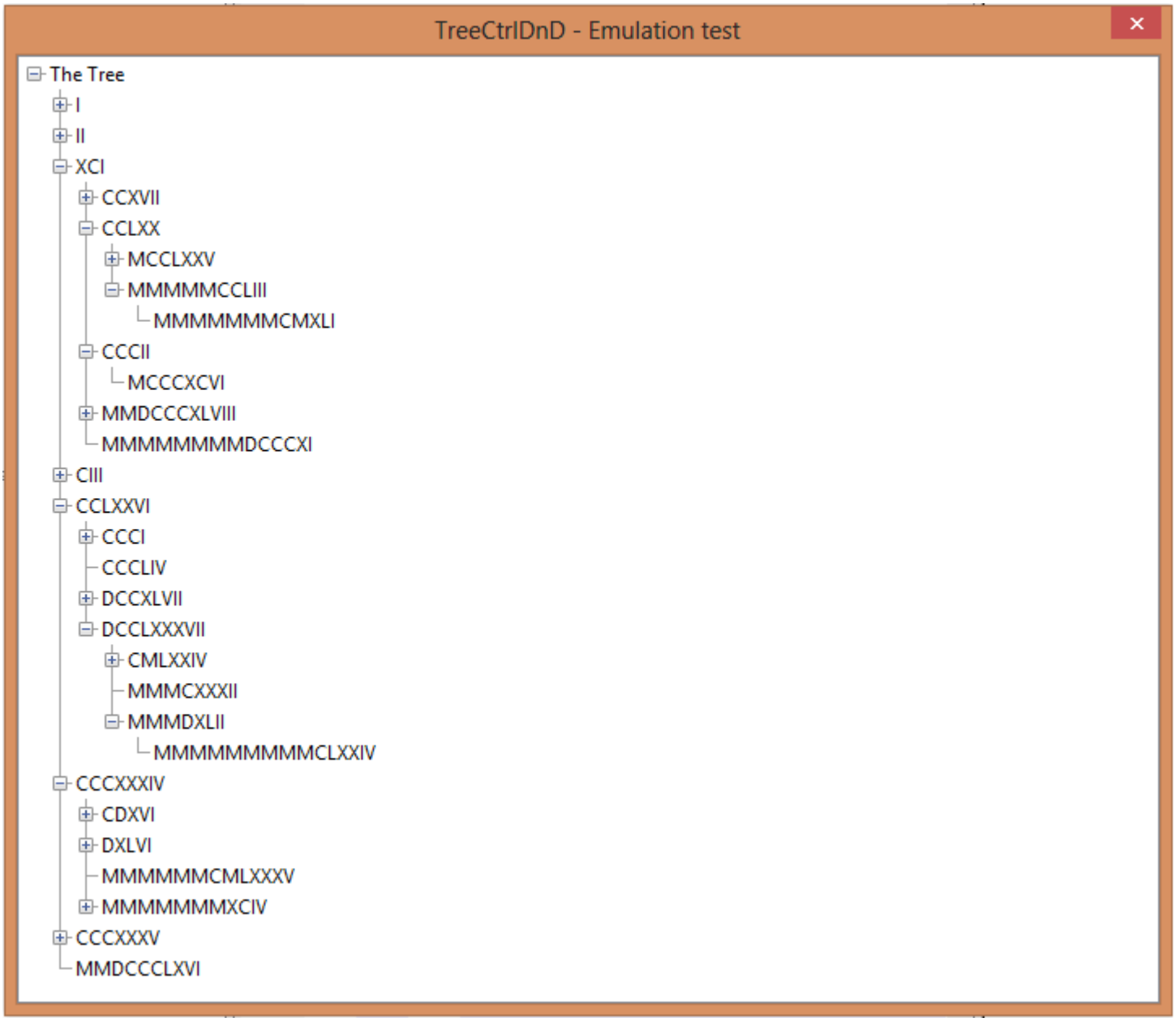
I enclose two necessary files (ChWin32.cpp and XPTheme.dli from CtrlLib package).

P.S.
Sample screenshot:

Sincerely,
Klugier

File Attachments

1) ChWin32.cpp, downloaded 522 times
2) XPTheme.dli, downloaded 491 times
3) TreeCtrl-EmulationTest.png, downloaded 983 times


TreeCtrlDnD - Emulation test
The Tree
I
II
XCI
CCXVII
CCLXX
MCCLXXV
MMMMMCCLIII
MMMMMMMMCMXLI
CCCII
MCCCXCVI
MMDCCCXLVIII
MMMMMMMMMDCCCXI
CIII
CCLXXVI
CCCI
CCCLIV
DCCXLVII
DCCLXXXVII
CMLXXIV
MMMCXXXII
MMMDXLII
MMMMMMMMMMCLXXIV
CCCXXXIV
CDXVI
DXLVI
MMMMMMMCMLXXXV
MMMMMMMMXCIV
CCCXXXV
MMDCCCLXVI