
Subject: How to add a structure to tree node
Posted by [WebChaot](#) on Fri, 19 Feb 2016 14:41:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello!

I tried to add a structure to each node of TreeCtrl.

I used examples to find out how - and it works so far. I can set and get structure (RawToValue and back) - but unfortunately the Label is not longer drawn on each node in Tree. I implemented ToString() and ~ to my struct, but does not work.

And the second question is: When I solved first problem - is it possible to use AttrText - even when value is a struct and only one part of it represents the node label?

Or maybe for both questions: Will I need to add a display for this special case (where I split my struct and also set my AttrText properties)?

Thanks a lot!

WebChaot

Subject: Re: How to add a structure to tree node
Posted by [Novo](#) on Sat, 20 Feb 2016 05:09:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe it is enough to use just a Convert. You take your struct and return either plain text or QTF (Default Display knows how to draw text and QTF). You need custom Display only in case when you want to draw something your way.

Hope this helps.
