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Subject: Re: Porting a Delphi Application

Posted by [cbpporter](#) on Fri, 21 Sep 2007 18:12:15 GMT

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Well compiling Cairo under U++ sure is hell, I couldn't get any significant progress so I decided to use the precompiled Windows dll and try to integrate that into U++ control drawing. But before that I have some problems with accessing TreeControl items.

I am trying to insert an TreeNodes with the key as the tag name of a xml tag and the value as the actual XmlNode. On WhenSel I need to obtain that XmlNode and create an object based on it's content.

But I get a dynamic\_cast exception when I try to do this.

```
void MainWindow::Load(int parent, const XmlNode& p)
{
    int t = xml.Add(parent, CBPIImages::Move(), p.GetTag(), p);
    for (int i = 0; i < p.GetCount(); i++)
        Load(t, p[i]);
}

void MainWindow::Load(const char *filename)
{
    try
    {
        XmlNode node = ParseXML(LoadFile(filename));
        int t = xml.Add(0, CBPIImages::Move(), "Image", node);
        for (int i = 0; i < node.GetCount(); i++)
            Load(t, node[i]);
    }
    catch (XmlError e)
    {
        PromptOK("XMLError");
    }
}

void MainWindow::SelectItem()
{
    const XmlNode& node = ValueTo<XmlNode>(xml.GetValue());
    lbl.SetLabel(node.GetTag());
}
```