
Subject: OptionTree loses check state

Posted by [galious](#) on Sun, 17 Jan 2010 23:53:38 GMT

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Hi,

when dynamically adding childs to a node in a OptionTree the check state of the both the childs and the parent is lost. E.G. using the code provided below try to tick on the root node (while it is still collapsed) and after expanding no checkbox will be ticked on.

I didn't expect this behaviour and so changed it in the UPP code:

in TreeCtrl.cpp

```
int OptionTree::Insert(int parentid, int i, const Image& img, const char *text)
{
    return Insert(parentid, i, img, aux.Add().Set(option[parentid]->Get()).NoNotNull(), text);
}
```

```
int OptionTree::Insert(int parentid, int i, const char *text)
{
    return Insert(parentid, i, aux.Add().Set(option[parentid]->Get()).NoNotNull(), text);
}
```

and to provide the chaining behaviour in Button.cpp (and of course I changed the declaration to):

```
Option& Option::Set(int b) {
    if(b != option) {
        option = b;
        Update();
        RefreshPush();
    }

    return *this;
}
```

Finally the code I tested with:

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;
```

```

struct App : TopWindow {
    OptionTree tree;

    typedef App CLASSNAME;

    void OpenDir(int id) {
        String path = tree.GetLabel(id);

        for(FindFile ff(AppendFileName(path, "*.*")); ff; ff.Next()) {
            String n = ff.GetName();

            if(n != "." && n != ".." && ff.IsFolder()) {
                int childId = tree.Add(id, AppendFileName(path, n));
                tree.SetNode(childId, tree.GetNode(childId).CanOpen(true));
            }
        }
    }

    void CloseDir(int id) {
        tree.RemoveChildren(id);
    }

    App() {
        Add(tree.SizePos());

        tree.WhenOpen = THISBACK(OpenDir);
        tree.WhenClose = THISBACK(CloseDir);

#ifdef PLATFORM_WIN32
        String dir = String(GetExeFilePath())[0], 1) + ":\\";
#else
        String dir = "/usr";
#endif

        tree.SetRoot(dir);
        tree.Set(0, dir);

        Sizeable();
    }
};

GUI_APP_MAIN
{
    App().Run();
}

```

Is it possible to include this change (at the least changed behaviour) in UPP?

Best regards,

Martin Schut
