Subject: OptionTree - something missing? [FIXED]
Posted by James Thomas on Thu, 21 Sep 2006 14:59:31 GMT
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Currently there doesn't seem to be a way of correctly configuring the OptionTree control from code, if you set one of the options it's parent does not get correctly updated.

In the example below I set an option using two different methods and neither results in a change to the parent nodes state (it should turn grey).

```
#include <CtrlLib/CtrlLib.h>

class AWindow : public TopWindow
{
public:
 typedef AWindow CLASSNAME;
 Option _optA, _optAA, _optAAA, _optAAB, _optAAC;
 OptionTree _tree;
 Button _btn;

 AWindow()
 {
  _tree.SetRoot(_optA, "Root");
  _tree.Add(0, _optAA, "Node");
  _tree.Add(1, _optAAA, "Leaf 1");
  _tree.Add(1, _optAAB, "Leaf 2");
  _tree.Add(1, _optAAC, "Leaf 3");


  _tree.LeftPosZ(0, 140).TopPosZ(0, 164);
  _btn.LeftPosZ(0, 140).TopPosZ(164, 20);
  _btn <<= THISBACK(ButtonPush);

  Add(_tree);
  Add(_btn);

  _tree.Set(3, 1); // Set through the TreeCtrl::Set - no call to SetOption
 }

 void ButtonPush()
 {
  _optAAC.Set(1); // Set using the Option ctrl - also no call to SetOption
 }
};

GUI_APP_MAIN
{
 AWindow w;
```

```
 w.Run();
}
```

The work of setting the parent node is done in the OptionTree::SetOption function, which never gets called. I can understand that setting the option directly probably shouldn't work, but calling the Set function should. Perhaps there needs to be an override of TreeCtrl::Set() so that SetOption can be called, but there may be a more elegant way.

Strangely I think this used to work in release 602 because I'm sure I would have noticed, but I can't find any relevant changes to Option or OptionTree so I could be wrong.

EDIT: I'm using 605 RC, but I've looked at the dev source and the problem looks like it's still there.
