

## Re: TreeView text nodes wordwrap

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.windowsforms/2004-11/1248.html>

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Thank you, that is a great reference.

I was hoping that each Node would have its own Paint method that I could override (each one called by the main Paint routine in sequence) so that I could just alter each Node's "top" property before it was drawn, re-positioning it below the space taken by the wrapped nodes above it.

However, it looks like the TreeView just has one Paint method and if I override it I will have to completely redraw the whole treeview myself... (am I right about that?) That would be fine if I had the original code and I could just tweak it, (I don't suppose Microsoft has released the code for it...) Anyone have code lying around for rendering a hierarchical TreeView?

"RBischoff" wrote:

> *Hello fuul,*

> *Yes it is possible.*

> <http://msdn.microsoft.com/library/default.asp?url=/library/en-us/dnwinforms/html/custcntrl samp4.asp>

>

> *Best of luck!*

>

> *Your C# ally ,*

> *RBischoff*

>

>

> *f> I am looking for a way to make the TreeView's nodes wrap instead of*

> *f> forcing horizontal scrolling (or find a custom TreeView control that*

> *f> someone else has already tweaked.)*

> *f>*

> *f> If no one knows where I can find such a version, do you think it is*

> *f> worth a try at overloading the class and customizing the way the*

> *f> nodes are drawn? Is that even possible? If so, could someone give me*

> *f> a link to an example of someone customizing the way a control is*

> *f> drawn?*

> *f>*

> *f> Thank you all very much...*

> *f>*

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