
Subject: Re: A [TreeCtrl] bug
Posted by [mirek](#) on Mon, 03 Mar 2008 18:17:55 GMT
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Thanks for the bug report!

Well, that is not bad, but IMO

```
int TreeCtrl::Find(Value key)
{
    for(int i = 0; i < item.GetCount(); i++)
        if(!item[i].free && Get(i) == key)
            return i;
    return -1;
}
```

is correct fix (well, Null key is unusual, but not impossible).

Note that Null assignments there are rather intended to release the memory....

Please check whether things work here (by replacing Find and commenting key = Null)!

Mirek
