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Subject: Re: A [TreeCtrl] bug

Posted by [huanghuan](#) on Tue, 04 Mar 2008 10:52:55 GMT

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Thank you. I will check it in next version.

if key = Null is only an option and not added. the following may half time complex in invalid key situation.

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

this is not good. key = Null is nessary. for memory release.  
I hope add the "key = Null".

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