
Subject: Re: Bug changing text after node insertion
Posted by [mirek](#) on Mon, 21 Jul 2008 07:12:15 GMT
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Well, I hope this fixes the fix:

```
TreeCtrl::Node::Node(const Image& img, Ctrl& ctrl, int cx, int cy)
{
    Init();
    SetCtrl(ctrl);
    image = img;
    size = Null;
    if(cx > 0)
        size.cx = cx;
    if(cy > 0)
        size.cy = cy;
}
```

Mirek
