
Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [fudadmin](#) on Fri, 07 Apr 2006 23:14:41 GMT

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fudadmin wrote on Fri, 07 April 2006 21:20in TreeCtrl

There are methods:

```
void Set(int id, Value value);  
void Set(int id, Value key, Value value);
```

but no for images...

How to change images dynamically?

(other than add or insert!!!)

I haven't done a lot of thinking but this works for me:

```
void TreeCtrl::Set(int id, const Image& img)  
{  
    Item& m = item[id];  
    // if(m.ctrl) { //Edit: in fact this doesn't work ?  
        m.image = img;  
        RefreshItem(id);  
    // }  
}
```

If there is no other way, maybe it would be good to have added something like above?

Also, question arises, how to add a series of images?
