
Subject: Re: SetFocus with EditString as Node
Posted by [mirek](#) on Mon, 07 Oct 2013 18:20:46 GMT
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iST1 wrote on Sat, 05 October 2013 09:35 This is simple edit node example (based on

```
class EditableTree : public TreeCtrl {
public:
    EditableTree() : selId_(-1) {
        editNode.SetCtrl(edit);
        OpenDeep(0, true);
    }

    void AddNode() {
        CloseEdit();

        int selId_ = Add(0);

        edit.SetData("Node" + AsString(selId_));
        edit.Show();
        edit.AutoSize();
        edit.SetFocus();//at first not select because IsOpen is false => why?

        SetNode(selId_, editNode);
    }

    void CloseEdit() {
        if (selId_ > 0) {
            SetNode(selId_, Node(~edit));
            edit.Hide();
        }
    }

private:
    int selId_;
    EditString edit;
    TreeCtrl::Node editNode;
};

GUI_APP_MAIN
{
    TopWindow wnd;
    Button btn;
    wnd.Add(btn.SetLabel("Add").LeftPos(10).TopPos(10));

    EditableTree tree;
    wnd.Add(tree.VSizePos(40).HSizePos());
}
```

```
btn <=<= callback(&tree, &EditableTree::AddNode);  
    wnd.Run();  
}
```

Should be fixed, however you have to use SetFocus AFTER SetNode, because only widget that is descendant of open window can have focus and until SetNode, edit is not assigned to any window. However, TreeCtrl still needed fixing to make it work...
