
Subject: Re: SetFocus with EditString as Node
Posted by [iST1](#) on Mon, 28 Oct 2013 16:58:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I followed the advice to keep all EditString's in the tree nodes, but some error occur if WhenOpen used (select NODE1 -> add button click -> assertion failed)

```
class EditableTree : public TreeCtrl {
public:
    typedef EditableTree CLASSNAME;

    EditableTree() : selId_(0) {
        NoRoot().MultiSelect(true).HighlightCtrl(false);
        WhenSel = THISBACK(OnSelect);
        WhenOpen = THISBACK1(ChangeNodeImg, true);
    }

    int AddNode(int parent) {
        EditString &edit = edit_.Add();
        edit.SetData("NODE" + AsString(GetChildCount(0) + 1));
        edit.AutoSize();
        edit.SetFrame(NULLFrame());

        Node node;
        node.SetCtrl(edit);
        return Add(parent, node);
    }

    void OnAddNode() {
        int id = AddNode(selId_);
        Open(selId_);
        SelectNode(id);
    }

    void SelectNode(int id) {
        ClearSelection();
        SelectOne(id);
        selId_ = GetSel()[0];
        ASSERT(selId_ == id); //failed
    }

    void OnSelect() {
        if (GetSelectCount() <= 0 || selId_ == GetSel()[0])
            return;

        selId_ = GetSel()[0];
    }
}
```

```

void ChangeNodeImg(int selId, bool open) {
    if (!selId)
        return;

    Node node = GetNode(selId);
    //...some image assignment

    SetNode(selId, node); //if comment => no ASSERT(selId_ == id); failed
}

private:
    int selId_;
    Array<EditString> edit_;
};

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

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

    tree.AddNode(0);
    tree.AddNode(0);
    btn <=< callback(&tree, &EditableTree::OnAddNode);
    wnd.Run();
}

```
