

Yet another fix should be added:

```
GUI_APP_MAIN
{
    TreeCtrl tree;
    tree.MultiSelect(true);

    TopWindow wnd;
    wnd.Add(tree.SizePos());

    int id = tree.Add(0, TreeCtrl::Node("Node1"));
    tree.SelectOne(id, true);
    ASSERT(tree.GetSel()[0] == id);

    //tree.SelectOne(id, false); //if comment => removed node stay selected and ASSERTION in (*)
    failed
    //tree.ClearSelection(); //solution: ClearSelection must be added to the top of Remove method
    tree.Remove(id);

    tree.Add(0, TreeCtrl::Node("Node2"));

    id = tree.Add(0, TreeCtrl::Node("Node3"));
    tree.SelectOne(id, true);
    ASSERT(tree.GetSel()[0] == id); //(*)

    wnd.Run();
}
```
