
Subject: Re: Tree Control - how to access properties of node.ctrl?

Posted by [mirek](#) on Mon, 09 Jul 2007 08:13:29 GMT

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LayerOption* ptr = (LayerOption*)~node.ctrl;

should work.

Anyway, depending on what exactly your code is doing, maybe you should consider accessing your Array<LayerOption> directly (especially if some node removal is involved). You should be able to do it by:

- creating the node without Ctrl just to get node id (which is int)
- then use the node id you got with Array::At method to create (or recycle) the widget, use GetNode/SetNode to assign Ctrl
- then you can use the id of node as index to the array

Mirek
