
Subject: A [TreeCtrl] bug

Posted by [huanghuan](#) on Mon, 03 Mar 2008 06:56:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

the function TreeCtrl::Find(Value) return a valid id after I remove the node.

I found the memory has managed by a Array<Item>. the remove function just push the node to the freelist by the field freelink.

So I think m.key=NULL should be call in the remove function as following.

```
void TreeCtrl::RemoveSubtree(int id)
{
    Item& m = item[id];
    if(m.sel)
        selectcount--;
    if(m.linei == cursor)
        cursor = item[m.parent].linei;
    if(m.ctrl)
        m.ctrl->Remove();
    m.key=NULL
    m.value = Null;
    m.image = Null;
    RemoveChildren(id);
    m.freelink = freelist;
    freelist = id;
    m.free = true;
}
```
