Subject: A [TreeCtrl] bug
Posted by huanghuan on Mon, 03 Mar 2008 06:56:58 GMT
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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;
}
```