Subject: Re: A [TreeCtrl] bug
Posted by mirek on Mon, 03 Mar 2008 18:17:55 GMT

Thanks for the bug report!

Well, that is not bad, but IMO

```
int   TreeCtrl::Find(Value key)
{
 for(int i = 0; i < item.GetCount(); i++)
  if(!item[i].free && Get(i) == key)
   return i;
 return -1;
}
```

is correct fix (well, Null key is unusual, but not impossible).

Note that Null asignments there are rather intended to release the memory....

Please check whether things work here (by replacing Find and commenting key = Null)!

Mirek