
Subject: Bug changing text after node insertion

Posted by [cbpporter](#) on Wed, 16 Jul 2008 08:33:48 GMT

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

I have an OptionTree which I need to populate with dummy nodes and then change their text at a later moment. Since I couldn't find a way to change the text directly, I used GetNode/SetNode combination. The strange part is that the OptionTree will now display both the old text and the new one. If the dummy nodes have no text, when selecting a node only the null text will be highlighted. Also, nodes select differently based on where you click: the old text or the new text.

Test case attached.

PS: Is it only me, or is gdb/gdb integration a lot stupider than with MinGW. The debugger is barely functional and very slow to start-up.

File Attachments

1) [Test.zip](#), downloaded 464 times
