
Subject: Re: Bug changing text after node insertion
Posted by [masu](#) on Wed, 16 Jul 2008 15:54:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I found this solution:

```
#include "Test.h"

Test::Test()
{
    CtrlLayout(*this, "Window title");

    int n;

    n = t.Add(0, "DUMMY1");
    t.Remove(t.GetChildIndex(0, n)+1);
    t.Add(0, "real1");

    n = t.Add(0, "DUMMY2");
    t.Remove(t.GetChild(0, 1));
    t.Add(0, "real2");

    t.Open(0);
}

GUI_APP_MAIN
{
    Test().Run();
}
```

GetChildIndex somehow returns an id 1 less than the needed one that is why there is +1. I am not sure if this is the wanted behavior.

Matthias
