
Subject: Re: Bug changing text after node insertion
Posted by [mirek](#) on Thu, 17 Jul 2008 14:43:13 GMT
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The problem here is that the text in Add (which is defined in OptionTree) actually sets the label of Ctrl. So in fact you should change the "ctrl" member of Node.

Anyway, to make this simpler, I have added this:

```
void OptionTree::SetLabel(int id, const char *text)
{
    Node n = GetNode(id);
    Option *o = dynamic_cast<Option *>(~n.ctrl);
    if(o)
        o->SetLabel(text);
    SetNode(id, n);
}
```

Mirek
