
Subject: Re: Bug changing text after node insertion
Posted by [mirek](#) on Thu, 17 Jul 2008 16:27:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

cbpporter wrote on Thu, 17 July 2008 11:57 Thank you masu for investigating. Still, removing nodes and adding then is much more complicated than it should be and doesn't address the problem directly.

Mirek's function would solve the problem but from a purist point of view it doesn't make that much sense. Nodes do not logically have a label property. If we accept setting the label as a valid operation, then what is the difference between setting the label and setting the key. Are both operations defined? Can you mix them? If you mix them can you get a combination that results in two labels again? And why does adding a node behave differently than setting the node to a different value?

Shouldn't we rather add SetKey/SetValue functions, or just Set variant for both, as in Node and other cases? Anyway, which value is the key and which is the values and which is passed to Display/Converts is not too clear.

I believe "SetLabel" is perfectly logical. If you start putting widgets into tree (which is what you do when you are going to use OptionTree), you must accept the fact these widgets have some properties.

Note that OptionTree has already "Get" method to read the value of option...

Mirek
