Subject: Re: Bug changing text after node insertion
Posted by cbpporter on Mon, 21 Jul 2008 08:23:07 GMT
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It is getting closer. There is still a problem as you can see in this screenshot I created. The text is diplayed once for the label and once for the key/value. It seems to display the value.

I'm using SetLabel, and also the normal Set to set key and value. I also use a modified version of Copy to repopulate another tree with the checked items of this tree.

```
int CopyIfSelected(TreeCtrl& dst, int did, const OptionTree& src, int id)
{
 TreeCtrl::Node x = src.GetNode(id);
 x.ctrl = NULL;
 int orig = did;
 if (src.Get(id))
  did = dst.Add(did, x);
 dst.Open(orig);
 for(int i = 0; i < src.GetChildCount(id); i++)
  CopyIfSelected(dst, did, src, src.GetChild(id, i));
 return did;
}
```

When I use Set, the first parameter is a struct and the second one is the string that I display. Swapping these around or leaving out the second string parameter will clear the extra text that appears in the right, but the are is still clickable, leaving a small little gray rect when clicked. I could live with that for now, but both swapping the parameters or leaving one out will render my CoyIfSelected function useless, because it will not set the text in the destination Tree.

File Attachments
1) untitled5.PNG, downloaded 555 times