
Subject: Re: Bug changing text after node insertion
Posted by [cbpporter](#) on Mon, 21 Jul 2008 15:28:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not that complicated. All I need is to populate a tree, replace the text of nodes (the text can only be determined after the structure, kind of stupid really but no easy way to change this now) and a tree with options which displays/has/can use exactly one value under these circumstances. I also need the nodes to be selectable, not just check/unchecked toggle.
