
Subject: Re: Bug changing text after node insertion
Posted by [cbppporter](#) on Tue, 22 Jul 2008 10:10:04 GMT
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Ok, so there are two solutions to my problem

Solution number 1: write a new TreeCtrl that behaves the way I consider it intuitive. This is the best solution, but developing and testing a powerful TreeCtrl would take a lot of time, time which I don't have right now. I'll put it on the list of "things to do in my holiday".

Solution number 2: try and use what there is.

I created a separate data model to hold the tree, and now I don't have to do all that manual node handling because I populate the tree with a four line recursive function.

I do need GetLabel and since Matthias also needs it, we should add something like this:

```
String OptionTree::GetLabel(int id) const
{
    Node n = GetNode(id);
    Option *o = dynamic_cast<Option *>(~n.ctrl);
    if(o)
        return o->GetLabel();

    return "";
}
```

For this to work, GetLabel must be added to Pusher also, class which strangely does not have this method.

Now all works pretty much as expected. All I need to do is make the control select the item that is clicked upon. Any suggestions how to do this with OptionTree?
