Subject: Re: Bug changing text after node insertion
Posted by mirek on Wed, 23 Jul 2008 08:19:03 GMT

mrjt wrote on Tue, 22 July 2008 09:56
void TreeCtrl::ChildGotFocus()
{
 if (multiselect) return; // Don't clear multi-selection!
 for(int i = 0; i < line.GetCount(); i++) {
  Item& m = item[line[i].itemi];
  if(m.ctrl && m.ctrl->HasFocusDeep()) {
   SetCursorLine(i);
   return;
  }
 }
}but you could equally do this by using a sub-class of OptionTree with an empty ChildGotFocus
function.

I am afraid this might not be consistent with interface behaviour e.g. in case there are EditFields in
the TreeCtrl...

What makes me wonder, BTW, is how the Option gets the focus?!

Mirek