
Subject: Re: Bug changing text after node insertion
Posted by [mirek](#) on Wed, 05 Nov 2008 09:07:03 GMT
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cbpporter wrote on Thu, 24 July 2008 16:44
False alarm, it was my fault. My old friend: initialized class members...

Hehe, I always do the same mistake too.

In fact, I really would not be sorry if C++ default initialized to 0...

Quote:

```
TreeCtrl::Node::Node(const Image& img, Ctrl& ctrl, int cx, int cy)
{
    Init();
    SetCtrl(ctrl);
    image = img;
    size = Null;
    if(cx > 0)
        size.cx = cx;
    if(cy > 0)
        size.cy = cy;
}
```

If we undo it, they will be side by side again.

Ehm, and what is the correct version then?

Mirek
