
Subject: Re: Bug changing text after node insertion
Posted by [cbpporter](#) on Wed, 05 Nov 2008 19:43:27 GMT
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Quote:

Ehm, and what is the correct version then?

Mirek

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

I must say, I'm completely confused. I've given up on this issue being fixed. Yet you brought it up after 3 months. Do you have some kind of special stack to handle issues or something?
