
Subject: treectrl with ctrl

Posted by [sapiency](#) on Wed, 26 Aug 2009 13:39:05 GMT

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hi,

with controls in Nodes it is not possible to use 'Value' and 'Key'

```
void TreeCtrl::Set(int id, Value v)
{
    Item& m = item[id];
    if(m.ctrl)
        m.ctrl->SetData(v);
    else {
        m.value = m.key = v;
        RefreshItem(id);
    }
    SetOption(id);
}
```

```
void TreeCtrl::Set(int id, Value k, Value v)
{
    Item& m = item[id];
    if(m.ctrl)
        m.ctrl->SetData(v);
    else {
        m.key = k;
        m.value = v;
        RefreshItem(id);
    }
    SetOption(id);
}
```

This could be solved if there would be a virtual method in Ctrl

```
virtual void SetData(const Value& data, const Value& value) {}
```

and modify the method in TreeCtrl to:

```
void TreeCtrl::Set(int id, Value k, Value v)
{
    Item& m = item[id];
    if(m.ctrl)
        m.ctrl->SetData(k, v);
    else {
```

```
m.key = k;  
m.value = v;  
RefreshItem(id);  
}  
SetOption(id);  
}
```

Maybe it is possible to extend the code

regards

reinhard
