
Subject: Re: treectrl with ctrl

Posted by [mirek](#) on Fri, 28 Aug 2009 09:47:42 GMT

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sapiency wrote on Wed, 26 August 2009 09:39hi,

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

Well, I think the design is quite right for value - widget now represents the Value of node. This behaviour is also consistent with ArrayCtrl.

There is a sort of question of what to do with key though. I think we should try something better...

Mirek
