Subject: Re: TreeCtrl - how to change images dynamically?
Posted by fudadmin on Fri, 07 Apr 2006 23:14:41 GMT

fudadmin wrote on Fri, 07 April 2006 21:20in TreeCtrl
There are methods:

```
 void   Set(int id, Value value);
 void   Set(int id, Value key, Value value);
```

but no for images...
How to change images dynamically?
(other than add or insert!!!)

I haven't done a lot of thinking but this works for me:

```
void  TreeCtrl::Set(int id, const Image& img)
{
 Item& m = item[id];
// if(m.ctrl) {    //Edit: in fact this dosn't work ?
  m.image = img;
  RefreshItem(id);
// }
}
```


If there is no other way, maybe it would be good to have added something like above?
Also, question arises, how to add a series of images?