
Subject: TreeCtrl and ArrayCtrl - how to invoke editor for individual items?
[SOLVED...]

Posted by [fudadmin](#) on Sat, 08 Apr 2006 00:10:13 GMT

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TreeCtrl and ArrayCtrl - how to invoke editor for individual items?

Other way than:

```
//before edit
    tree.Remove(editid);
    tree.Add(parentid, CtrlImg::imgEdit(), edit.Top(), 200);
```

```
....
```

```
//after edit
    tree.Remove(editid);
    tree.Add(parentid, CtrlImg::imgOK(), editValue, 200);
```

would be good something like

```
tree.Add(int parentid, const Image& img, Ctrl& ctrl, int cx, int cy, bool withopen)
```

```
tree.Set(int parentid, const Image& img, Ctrl& ctrl, int cx, int cy, bool withopen)
```

...Or???
