
Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [fudadmin](#) on Sat, 08 Apr 2006 11:00:52 GMT

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luzr wrote on Sat, 08 April 2006 11:42 const Node& GetNode(int id) const;
void SetNode(int id, const Node& n);

What do you mean by "series of images"?

Mirek

I had tried this unsuccessfully... That's why I asked.

```
tree.SetNode(editid, tree.GetNode(editid).SetImage(CtrlImg::ImgEdit()));
```

E:\AriUppApps1\ideAris1\main.cpp(26) : error C2662: 'TreeCtrl::Node::SetImage' : cannot convert
'this' pointer from
'const TreeCtrl::Node' to 'TreeCtrl::Node &'
