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

Posted by [mirek](#) on Sat, 08 Apr 2006 12:05:42 GMT

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fudadmin wrote on Sat, 08 April 2006 07:00luzr 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 &'

Ah... Well, one of rare cases when C++ does not play well...

Try

```
TreeCtrl::Node n = tree.GetNode(editid);  
n.SetImage(CtrlImg::ImgEdit());  
tree.SetNode(editid, n);
```

Thinking about it, it would probably be better here to return Node value instead of constant reference... what do you think? (Constant reference is faster, however in this case it is very likely you are about to change the value in most cases).

Mirek
