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

Posted by [fudadmin](#) on Sat, 08 Apr 2006 14:32:19 GMT

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luzr wrote on Sat, 08 April 2006 11:50 Not sure what exactly you want to achieve, however, AFAIK the critical part is still TreeCtrl::Node...

Mirek

Yes. And that was the hint behind ...Or???

But

```
TreeCtrl::Node n = tree.GetNode(editid);
```

```
// n = TreeCtrl::Node::Node(CtrlImg::Var(), edit.Top(), 200, 20); //I want something like this
n.SetImage(CtrlImg::Var());
n.SetCtrl(editor);
n.SetSize(Size(200,20));
```

```
tree.SetNode(editid, n);
```

this code requires me to close and reopen the parent node to see the editor...

What's wrong in here?

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