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

Posted by [mirek](#) on Sat, 08 Apr 2006 14:33:29 GMT

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fudadmin wrote on Sat, 08 April 2006 09:09luzr wrote on Sat, 08 April 2006 13:05

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 &'

Quote:

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

It works this morning... I can't believe it didn't work yesterday ... Something magic. Maybe I was too tired and did a typo mistake once again somewhere. And I knew about that const... Anyway, thank you very much for confirming it because I was going mad and suspected bugs everywhere...

And I couldn't understand the reason of not returning Node... but I have not much against const if it works...

Well, I have changed it to return value instead of reference... so no more confusion there

Mirek

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