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

Posted by [fudadmin](#) on Sat, 08 Apr 2006 18:29:17 GMT

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luzr wrote on Sat, 08 April 2006 16:09I see.

Well, first, this looks like corner case ortogonality bug (I mean this is not typical usage, however, U++ should work anyway .

Personally, I would rather tried to implement this by placing EditString over the TreeCtrl spot.

Mirek

At last, at least a bug? I've spent some crazy time since yesterday with those TreeCtrl::Node's

Personally, I would rather have added Dirty() instead of RefreshItem(id) in TreeCtrl.cpp:

```
void TreeCtrl::SetNode(int id, const TreeCtrl::Node& n)
{
    (TreeCtrl::Node&)item[id] = n;
    Dirty(id); //aris added - for refreshing added controls
    // RefreshItem(id); //not needed anymore?
}
```

don't you think?

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