

---

Subject: Re: Anomaly in tree control

Posted by [mrjt](#) on Tue, 16 Nov 2010 10:57:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It does appear to be a bug. The TreeCtrl uses a pool of nodes to reduce allocation times but doesn't reset Node::isopen on a new Insert. In this case that means that the node thinks it's open but it doesn't have a sub-tree because the WhenOpen callback hasn't been triggered.

The addition of:

```
m.isopen = false;
```

to TreeCtrl::Insert fixes the problem.

This example will still not be able to remember the openness of nest trees though. If you want dynamic sub-tree creation while remembering the openness of sub-trees you'll have to remember folder states yourself.

---