
Subject: Re: PROPOSAL: TreeCtrl optionally owns Ctrl's in Node
Posted by [kohait00](#) on Thu, 20 Jan 2011 14:40:54 GMT

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thanks for taking on it..

here again a complete packet, based on current revision

i think the major problem is the DND stuff, which uses copies of Node instances. while ArrayCtrl moves them i think.

File Attachments

1) [TreeCtrl.rar](#), downloaded 432 times
