
Subject: PROPOSAL : allow inserting and retrieving of classes DERIVED from TreeCtrl::Node

Posted by [mdelfede](#) on Sun, 16 Oct 2011 09:36:05 GMT

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It would be useful to allow TreeCtrl to manage user data too; that one would be easy if it could store and retrieve classes derived from TreeCtrl::Node.

I don't know the internals of TreeCtrl, but adding a couple of :

```
TreeCtrl::Node *GetNodePtr(int id);  
void SetNodePtr(int id, TreeCtrl::Node *node);
```

could do the trick from the interface side.
This would allow code like that one :

```
class MyNode : public TreeCtrl::Node  
{  
    MyData myData;  
    MyNode(myData &data) { myData = data; }  
};
```

```
TreeCtrl tree;  
tree.Add(new MyNode(someData)); // takes ownership of node, similar to Array
```

```
.....  
MyNode *node = dynamic_cast<MyNode *>tree.GetNodePtr(id);  
MyData data = node->myData;
```

This would greatly extend the usefulness of TreeCtrl, imho, using it to manage/reorder and so on custom data.

Max
