
Subject: Re: Editing TreeCtrl Node Value

Posted by [bushman](#) on Fri, 25 Nov 2011 00:50:37 GMT

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I improvised with the following code:

.h:

```
class App : public TopWindow {
public:
    typedef App CLASSNAME;
    App();

private:
    struct TreeEdit : public EditString {
        Callback WhenLostFocus;
        TreeEdit() {}
        virtual void LostFocus() { WhenLostFocus(); }
    };

    bool          isedit;
    int           nodeid;
    TreeCtrl::Node editnode, node;
    TreeEdit edit;
    TreeCtrl      tree;

    void EditBranch();
    void CloseEdit();
};
```

.cpp:

```
App::App() : isedit(false), nodeid(-1) {
    Add(tree.SizePos());
    /*
    ...
    Populate TreeCtrl here
    ...
    */
    tree.WhenLeftClick = THISBACK(EditBranch);
    editnode.SetCtrl(edit);
    edit.WhenEnter = THISBACK(CloseEdit);
    edit.WhenLostFocus = THISBACK(CloseEdit);
}

void App::EditBranch()
{
```

```
if(isedit) {  
    CloseEdit();  
    return;  
}  
if(nodeid != tree.GetCursor()) {  
    nodeid = tree.GetCursor();  
    return;  
}  
isedit = true;  
node = tree.GetNode(nodeid);  
editnode.ctrl->SetData(node.value);  
editnode.image = node.image;  
groups.SetNode(nodeid, editnode);  
editnode.ctrl->Show();  
}
```

```
void App::CloseEdit()  
{  
    node.value = editnode.ctrl->GetData();  
    tree.SetNode(nodeid, node);  
    tree.SelectOne(nodeid);  
    editnode.ctrl->Hide();  
    isedit = false;  
}
```

It works in a way, but I guess there must be an easier way of accomplishing this.

thanks for any help.
