

Mirek, please check this example

```
class EditableTree : public TreeCtrl {
public:
    typedef EditableTree CLASSNAME;

    EditableTree() : selId_(0) {
        editNode_.SetCtrl(edit_);
        edit_.SetFrame(NULLFrame());
        OpenDeep(0, true);

        WhenSel = THISBACK(OnSelect);
    }

    void AddNode() {
        CloseEdit();

        selId_ = Add(0);
        Open(selId_);
        BeginEdit();
    }

    void BeginEdit() {
        editNode_.image = selNode_.image;
        SetNode(selId_, editNode_);

        String editval = "NODE" + AsString(selId_);
        edit_.SetData(editval);
        edit_.Show();
        edit_.AutoSize();
        edit_.SetFocus();//todo: at first not select because IsOpen is false*.
        edit_.SetSelection(editval.GetCount());
    }

    void CloseEdit() {
        if (selId_ > 0) {
            selNode_.value = ~edit_;
            SetNode(selId_, Node(~edit_));
            edit_.Hide();
        }
    }

    void OnSelect()
    {
```

```
CloseEdit();
selId_ = GetSel()[0];
selNode_ = GetNode(selId_);
BeginEdit();
}
```

```
private:
    int selId_;
    EditString edit_;
    Node selNode_;
    Node editNode_;
};
```

```
GUI_APP_MAIN
{
    TopWindow wnd;
    Button btn;
    wnd.Add(btn.SetLabel("Add").LeftPos(10).TopPos(10));

    EditableTree tree;
    wnd.Add(tree.VSizePos(40).HSizePos());

    btn <<= callback(&tree, &EditableTree::AddNode);
    wnd.Run();
}
```

In edit mode (when select) text shifts in horizontal

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