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Subject: Re: SetFocus with EditString as Node  
Posted by [mirek](#) on Wed, 23 Oct 2013 06:49:04 GMT  
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Well, last original issue fixed - I mean there was a bit of moving of items when going up/down, this now fixed.

As for your mouse problem, I am afraid it is not so easy to fix. The easier way I can see is to send the EditString 'syntetic' LeftDown event, based on current GetMousePos and EditString's GetScreenView (GetMousePos() - GetScreenView().TopLeft() is the mouse pos in widget's view - same coordinates as used for LeftDown).

Anyway, I think the much easier approach is not to try to wrangle with the original design of TreeCtrl and provide EditString for each Node (and not single one for the whole thing). Sure, EditString will eat something like 512 byte and makes all slower, so if you are going after a lot of data, your approach makes sense.

Mirek

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