

Mirek, can you fixed this code? I have no idea

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

    EditableTree() : selId_(0) {
        NoRoot().MultiSelect(true).HighlightCtrl(false);
        WhenSel = THISBACK(OnSelect);
    }

    int AddNode(int parent) {
        EditString &edit = edit_.Add(edit_.GetCount());
        edit.SetData("NODE" + AsString(GetChildCount(parent) + 1));
        edit.AutoSize();
        edit.SetFrame(NullFrame());

        Node node;
        node.SetCtrl(edit);
        return Add(parent, node);
    }

    void OnAddNode() {
        int id = AddNode(selId_);
        Open(selId_);
        edit_.Get(edit_.GetCount() - 1).SetFocus();
    }

    void OnSelect() {
        if (GetSelectCount() <= 0 || selId_ == GetSel()[0])
            return;

        selId_ = GetSel()[0];
    }

private:
    int selId_;
    ArrayMap<int, EditString> edit_;
};

GUI_APP_MAIN
{
    TopWindow wnd;
    Button btn;
```

```
wnd.Add(btn.SetLabel("Add").LeftPos(10).TopPos(10));

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

tree.AddNode(0);
tree.AddNode(0);
btn <=<= callback(&tree, &EditableTree::OnAddNode);
    wnd.Run();
}
```
