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Subject: Re: SetFocus with EditString as Node  
Posted by [iST1](#) on Sun, 03 Nov 2013 09:05:43 GMT  
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Yet another fix should be added:

```
GUI_APP_MAIN
{
    TreeCtrl tree;
    tree.MultiSelect(true);

    TopWindow wnd;
    wnd.Add(tree.SizePos());

    int id = tree.Add(0, TreeCtrl::Node("Node1"));
    tree.SelectOne(id, true);
    ASSERT(tree.GetSel()[0] == id);

    //tree.SelectOne(id, false);//if comment => removed node stay selected and ASSERTION in (*)
    failed
    //tree.ClearSelection();//solution: ClearSelection must be added to the top of Remove method
    tree.Remove(id);

    tree.Add(0, TreeCtrl::Node("Node2"));

    id = tree.Add(0, TreeCtrl::Node("Node3"));
    tree.SelectOne(id, true);
    ASSERT(tree.GetSel()[0] == id);//(*)

    wnd.Run();
}
```

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