

And some one trouble

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

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

    bool Key(dword key, int count) {
        if (K_ENTER != key || selId_ <= 0) {
            return 1;
        }
        AddNode(0);
        Single<TopWindow>().Run();//=> ASSERTION: WindowProc invoked for class Upp::TopWindow
        while in Paint routine
    }

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

        selId_ = GetSel()[0];
    }

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

GUI_APP_MAIN
```

```
{  
    TopWindow wnd;  
  
    EditableTree tree;  
    wnd.Add(tree.VSizePos(40).HSizePos());  
  
    tree.AddNode(0);  
    tree.AddNode(0);  
    wnd.Run();  
}
```
