
Subject: Re: SetFocus with EditString as Node
Posted by iST1 on Wed, 06 Nov 2013 15:36:44 GMT
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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();  
}
```
