
Subject: Re: Can we get the private members of TreeCtrl made protected?

Posted by [mirek](#) on Fri, 28 Aug 2015 06:33:32 GMT

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Sorry for the delay... applied.

However:

```
op -= CtrlImg::cross().GetSize() / 2;  
w.DrawImage(op.x, op.y, imgEmpty);
```

Should not that be rather

```
op -= imgEmpty.GetSize() / 2;  
w.DrawImage(op.x, op.y, imgEmpty);
```

?

Also, perhaps RenderMultiRoot should call NoRoot?

I have added docs, please check them too...

Mirek
