Subject: Two problems (1 serious) with TreeCtrl
Posted by mrjt on Thu, 17 May 2007 17:07:32 GMT
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The first is just annoying, the second is more important:
1) Nodes can be selected (and still trigger WhenSel) when canselect  is false. My suggested fix:

```
void TreeCtrl::SetCursorLine(int i, bool sc)
{
 if(nocursor)
  return;
 if(i != cursor) {
  i = minmax(i, 0, line.GetCount() - 1);
  if(i < 0) return;
  Item& m = item[line[i].itemi];
  if (!m.canselect) return; <<= This line added by me
  if(sc)
   sb.ScrollIntoY(line[i].y, m.GetSize().cy);
  RefreshLine(cursor);
  cursor = i;
  RefreshLine(cursor);
  if(m.ctrl && m.ctrl->SetWantFocus())
   return;
  WhenCursor();
  WhenSel();
 }
}
```

2) Opening/closing nodes causes WhenSel to be triggered, which is correct under some conditions but it will be triggered even when the selection doesn't actually change.

What makes this problem worse is that WhenSel is called from SyncTree, which is called by Paint. If you have code that causes a call to Ctrl::WindowProc (say PromptOK) int your WhenCursor or WhenSel callbacks this will trigger the
ASSERT(!sPainting);
macro and presumably crash a non-debug build.

Sorry, I don't have time to post a test case now, but I'll do one in the morning.
James