
Subject: TreeCtrl now supports edit on click - WhenEdited

Posted by [mirek](#) on Wed, 28 Oct 2020 14:27:11 GMT

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This is similar to e.g. how renaming files in FileSel (or even your OS file manager) works - you click on already selected item and editor pops up.

Demo in reference/TreeCtrlEdited:

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

struct App : TopWindow {
    Splitter split;
    TreeCtrl tree1, tree2;
    EditInt int_editor;

    typedef App CLASSNAME;

    App() {
        tree1.WhenEdited << [=](const Value& v) { // using default EditString
            if(tree1.IsCursor())
                tree1.Set(tree1.GetCursor(), v);
        };

        tree2.Editor(int_editor);
        tree2.WhenEdited << [=](const Value& v) {
            if(tree2.IsCursor())
                tree2.Set(tree2.GetCursor(), v);
        };

        split << tree1 << tree2;
        Add(split.SizePos());

        for(int i = 0; i < 100; i++) {
            tree1.Add(i ? Random(i) : 0, Null, AsString(Random()));
            tree2.Add(i ? Random(i) : 0, Null, (int)Random());
        }

        tree1.OpenDeep(0);
        tree2.OpenDeep(0);
    };
};

GUI_APP_MAIN
{
```

```
App().Run();  
}
```
