

---

Subject: TreeCtrl - how to change images dynamically? [SOLVED + FIXED]

Posted by [fudadmin](#) on Fri, 07 Apr 2006 20:20:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

in TreeCtrl

There are methods:

```
void Set(int id, Value value);  
void Set(int id, Value key, Value value);
```

but no for images...

How to change images dynamically?

(other than add or insert!!!)

---

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [fudadmin](#) on Fri, 07 Apr 2006 23:14:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

fudadmin wrote on Fri, 07 April 2006 21:20in TreeCtrl

There are methods:

```
void Set(int id, Value value);  
void Set(int id, Value key, Value value);
```

but no for images...

How to change images dynamically?

(other than add or insert!!!)

I haven't done a lot of thinking but this works for me:

```
void TreeCtrl::Set(int id, const Image& img)  
{  
    Item& m = item[id];  
    // if(m.ctrl) { //Edit: in fact this doesn't work ?  
        m.image = img;  
        RefreshItem(id);  
    }  
}
```

If there is no other way, maybe it would be good to have added something like above?

Also, question arises, how to add a series of images?

---

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [mirek](#) on Sat, 08 Apr 2006 10:42:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

```
const Node& GetNode(int id) const;
void      SetNode(int id, const Node& n);
```

What do you mean by "series of images"?

Mirek

---

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [fudadmin](#) on Sat, 08 Apr 2006 11:00:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Sat, 08 April 2006 11:42

```
const Node& GetNode(int id) const;
void      SetNode(int id, const Node& n);
```

What do you mean by "series of images"?

Mirek

I had tried this unsuccessfully... That's why I asked.

```
tree.SetNode(editid, tree.GetNode(editid).SetImage(CtrlImg::ImgEdit()));
```

E:\AriUppApps1\ideAris1\main.cpp(26) : error C2662: 'TreeCtrl::Node::SetImage' : cannot convert 'this' pointer from 'const TreeCtrl::Node' to 'TreeCtrl::Node &'

---

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [fudadmin](#) on Sat, 08 Apr 2006 11:02:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Sat, 08 April 2006 11:42

What do you mean by "series of images"?

Mirek

A row of images e.g

---

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [mirek](#) on Sat, 08 Apr 2006 12:05:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

fudadmin wrote on Sat, 08 April 2006 07:00luzr wrote on Sat, 08 April 2006 11:42  
const Node& GetNode(int id) const;  
void SetNode(int id, const Node& n);

What do you mean by "series of images"?

Mirek

I had tried this unsuccessfully... That's why I asked.

```
tree.SetNode(editid, tree.GetNode(editid).SetImage(CtrlImg::ImgEdit()));
```

E:\AriUppApps1\ideAris1\main.cpp(26) : error C2662: 'TreeCtrl::Node::SetImage' : cannot convert  
'this' pointer from  
'const TreeCtrl::Node' to 'TreeCtrl::Node &'

Ah... Well, one of rare cases when C++ does not play well...

Try

```
TreeCtrl::Node n = tree.GetNode(editid);  
n.SetImage(CtrlImg::ImgEdit());  
tree.SetNode(editid, n);
```

Thinking about it, it would probably be better here to return Node value instead of constant reference... what do you think? (Constant reference is faster, however in this case it is very likely you are about to change the value in most cases).

Mirek

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [fudadmin](#) on Sat, 08 Apr 2006 13:09:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Sat, 08 April 2006 13:05

I had tried this unsuccessfully... That's why I asked.

```
tree.SetNode(editid, tree.GetNode(editid).SetImage(CtrlImg::ImgEdit()));
```

E:\AriUppApps1\ideAris1\main.cpp(26) : error C2662: 'TreeCtrl::Node::SetImage' : cannot convert  
'this' pointer from  
'const TreeCtrl::Node' to 'TreeCtrl::Node &'

Quote:

Ah... Well, one of rare cases when C++ does not play well...

Try

```
TreeCtrl::Node n = tree.GetNode(editid);  
n.SetImage(CtrlImg::ImgEdit());  
tree.SetNode(editid, n);
```

Thinking about it, it would probably be better here to return Node value instead of constant reference... what do you think? (Constant reference is faster, however in this case it is very likely you are about to change the value in most cases).

Mirek

It works this morning... I can't believe it didn't work yesterday ... Something magic. Maybe I was too tired and did a typo mistake once again somewhere. And I knew about that const... Anyway, thank you very much for confirming it because I was going mad and suspected bugs everywhere...

And I couldn't understand the reason of not returning Node... but I have not much against const if it works...

---

Subject: Re: TreeCtrl - how to change images dynamically?

Posted by [mirek](#) on Sat, 08 Apr 2006 14:33:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

fudadmin wrote on Sat, 08 April 2006 09:09luzr wrote on Sat, 08 April 2006 13:05

I had tried this unsuccessfully... That's why I asked.

```
tree.SetNode(editid, tree.GetNode(editid).SetImage(CtrlImg::ImgEdit()));
```

```
E:\AriUppApps1\ideAris1\main.cpp(26) : error C2662: 'TreeCtrl::Node::SetImage' : cannot convert  
'this' pointer from  
'const TreeCtrl::Node' to 'TreeCtrl::Node &'
```

Quote:

Ah... Well, one of rare cases when C++ does not play well...

Try

```
TreeCtrl::Node n = tree.GetNode(editid);  
n.SetImage(CtrlImg::ImgEdit());
```

```
tree.SetNode(editid, n);
```

Thinking about it, it would probably be better here to return Node value instead of constant reference... what do you think? (Constant reference is faster, however in this case it is very likely you are about to change the value in most cases).

Mirek

It works this morning... I can't believe it didn't work yesterday ... Something magic. Maybe I was too tired and did a typo mistake once again somewhere. And I knew about that const... Anyway, thank you very much for confirming it because I was going mad and suspected bugs everywhere...

And I couldn't understand the reason of not returning Node... but I have not much against const if it works...

Well, I have changed it to return value instead of reference... so no more confusion there

Mirek

---