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Subject: PROPOSAL : allow inserting and retrieving of classes DERIVED from TreeCtrl::Node

Posted by [mdelfede](#) on Sun, 16 Oct 2011 09:36:05 GMT

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It would be useful to allow TreeCtrl to manage user data too; that one would be easy if it could store and retrieve classes derived from TreeCtrl::Node.

I don't know the internals of TreeCtrl, but adding a couple of :

```
TreeCtrl::Node *GetNodePtr(int id);
void SetNodePtr(int id, TreeCtrl::Node *node);
```

could do the trick from the interface side.  
This would allow code like that one :

```
class MyNode : public TreeCtrl::Node
{
    MyData myData;
    MyNode(myData &data) { myData = data; }
};
```

```
TreeCtrl tree;
tree.Add(new MyNode(someData)); // takes ownership of node, similar to Array
```

```
.....
MyNode *node = dynamic_cast<MyNode *>tree.GetNodePtr(id);
MyData data = node->myData;
```

This would greatly extend the usefulness of TreeCtrl, imho, using it to manage/reorder and so on custom data.

Max

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Subject: Re: PROPOSAL : allow inserting and retrieving of classes DERIVED from TreeCtrl::Node

Posted by [mirek](#) on Wed, 26 Oct 2011 06:28:16 GMT

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Max

Sorry, at this moment, rejected. Use custom Value instead. Or embedded widgets.

Mirek

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Subject: Re: PROPOSAL : allow inserting and retrieving of classes DERIVED from TreeCtrl::Node

Posted by [mdelfede](#) on Wed, 26 Oct 2011 07:25:07 GMT

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I did it with Value, but it's quite less comfortable/intuitive.... Anyways it works

Max

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