Subject: Node id calculation after removal ?
Posted by Runik on Mon, 03 Feb 2014 16:17:12 GMT
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Hello,

Is there a way to have node ids recalculated after a node removal ?
Currently the removed node stays in the treecontrol in an undefined state, and the following node ids in the hierarchy aren't modified, leading to parent id trouble when you save treecontrol data to a file and load it back ...

I suppose it's performance related, but is there a way to overcome this ?

Thanks

Edit: maybe it'll be clearer with a little schema :

Original treecontrol :

```
root        // id=0
|-node1     // id=1, parent id=0
|  |-node1.1 // id=2, parent id=1
|-node2     // id=3, parent id=0
|  |-node2.2 // id=4, parent id=3
```

After removal of node1.1 :

```
root        // id=0
|-node1     // id=1, parent id=0
|-node2     // id=3, parent id=0
|  |-node2.2 // id=4, parent id=3
```

After saving to a file and reloading

```
root        // id=0
|-node1     // id=1, parent id=0
|-node2     // id=2, parent id=0
|  |-node2.2 // id=3, parent id=3 // ASSERT triggered !
```

Subject: Re: Node id calculation after removal ?
Posted by mirek on Wed, 12 Feb 2014 17:43:48 GMT
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Well, no, after removing node, you should consider its id invalid.

In fact, you should not count on any properties of id other than that it is unique for TreeCtrl and valid since node creation till its removal. Nothing else is guaranteed.