
Subject: Drag & Drop , Sort, GetValue(x)
Posted by [sapiency](#) on Sat, 20 Dec 2008 23:13:42 GMT
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hi,

I'm just playing around with TreeCtrl to get a solution for my problem.

Attache you find a modified reference example, including the logfile.

in the output you see the value get with
`int n = tree.GetItemAtLine(i)`
`Value a = tree.GetValue(n);`

and with the variable I used in the loop
`Value b = tree.GetValue(i);`

the output is not the same even after
`tree.Sort(0);`

is this a bug? or is just the way using `GetItemAtLine(x)` the only way to do this?

and I don't understand how to use the whole features of `Sort...()`.

Do I have to overload the struct to use it?

```
00222 struct ValueOrder {  
00223     virtual bool operator()(const Value& a, const Value& b) const = 0;  
00224     virtual ~ValueOrder() {}  
00225 };
```

Maybe you can give me a short example.

regards

reinhard

ps: I'm still working with 2008.1, build in July ...