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Subject: Like the new Drag and Drop TreeCtrl but...  
Posted by [nixnix](#) on Sat, 18 Aug 2007 20:18:55 GMT  
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it would be nice if it worked with images and options too

I saw the example and was thinking of replacing my drag and drop tree ctrl with yours as yours has some advantages over mine such as full selection and dropping into the middle of the hierarchy which mine doesn't do.

However, I tried to modify the example in the following way

```
App() {
  Add(tree.SizePos());
  Vector<int> parent, parent2;
  Option* option = new Option[10000]; // mine
  parent.Add(0);
  tree.SetRoot(Image(), "The Tree");
  for(int i = 1; i < 10000; i++) {
    option[i].SetLabel(FormatIntRoman(i, true)); // mine

    TreeCtrl::Node node(CtrlImg::File(),option[i],300); // mine

    parent.Add(tree.Add(parent[rand() % parent.GetCount()], node)); // mine

//   parent.Add(tree.Add(parent[rand() % parent.GetCount()], Image(),
//   FormatIntRoman(i, true)));
    if((rand() & 3) == 0)
      tree.Open(parent.Top());
  }
  tree.Open(0);
  tree.WhenDropInsert = THISBACK(DropInsert);
  tree.WhenDrag = THISBACK(Drag);
  tree.MultiSelect();
  Sizeable();
}
```

and it comes up good but when you try to drop a node it crashes

oh and the node selection is weak like in my version.

Is this something that might get added to the UPP TreeCtrl?

Nick

