
Subject: Re: Like the new Drag and Drop TreeCtrl but...
Posted by [nixnixnix](#) on Mon, 27 Aug 2007 22:40:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I replace the option in the modified reference example with the derived option control below

```
class LayerOption : public Option {
private:
virtual void LeftDown(Point p, dword keyflags)
{
    if(p.x<this->GetSize().cy)
        Option::LeftDown(p, keyflags);
    if(this->GetData()==true)
    {
        SetFocus();
    }
    // now send pass on this event to the parent for possible drag and drop
    TreeCtrl* pCtrl = (TreeCtrl*)this->GetParent();
    Point pt = p + GetRect().TopLeft(); // transform event into parent coordinates
    if(p.x>this->GetSize().cy)
        pCtrl->LeftDown(pt,keyflags);

    Refresh();
}

};
```

I can select as well as using the option. The code above appears to change the selection registered by the tree control (although it fails to generate the WhenSel or WhenCursor events). I say it appears to register the selection cos when I ask the tree for the cursor position it reports it as being the node whose option that I just clicked on.

An alternative to coding an option tree with drag and drop would be if the Option control could be "selected".

Another problem with my code above is that it does not kick off the WhenDrag event even though I pass the event to the parent.

Nick

