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Subject: Re: Like the new Drag and Drop TreeCtrl but...  
Posted by [nixnixnix](#) on Tue, 28 Aug 2007 12:05:00 GMT

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Yes! Of course. So in fact the option control is just the square checkbox.

I found what might be a bug whilst playing with the D&D tree control. If you drag and drop a node onto one of its children or grandchildren etc the child accepts the parent node and in effect a copy of the parent and all its children appears to be made. However, there are a finite number of option controls and so a crash eventually results.

In my opinion, a child node should always refuse its parent (or grandparent etc). If a user wants to rearrange their tree so radically, they should explicitly copy the parent node or do two or more separate operations to achieve their goal.