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Subject: Re: Like the new Drag and Drop TreeCtrl but...

Posted by [mirek](#) on Wed, 29 Aug 2007 09:30:06 GMT

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nixnix wrote on Tue, 28 August 2007 08:05 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.

Do not quite understand this; I believe I have correctly managed this in the code.

What do you mean by "finite number of option controls" ?

(BTW, obviously, embedded ctrls and copy is a trouble - default D&D does not account for that).

Mirek

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