Subject: Re: Like the new Drag and Drop TreeCtrl but...
Posted by nixnixnix on Fri, 31 Aug 2007 01:31:04 GMT
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Sorry, Mirek, that was just my best guess as to the reason for the crash. I just tested again with code exactly like in my first post in this thread.

You can easily recreate the behaviour by modifying the example as I posted above and then dragging a node onto one of its children or grandchildren.

The first symptom is that a lot of nodes do not have their option control anymore. Drag and drop the broken nodes and the interface stops responding and sometimes crashes. I tried to debug but my system grinds to a halt and even my quad-core is useless (hey Bill, how about writing a multithreaded OS?)

Nick