
Subject: Re: Like the new Drag and Drop TreeCtrl but...
Posted by [nixnixnix](#) on Tue, 25 Sep 2007 15:46:32 GMT
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Ok, sounds fair.

However I have another question: why is it that the code inside Drag() never gets executed?

```
void Drag()
{
    if(tree.DoDragAndDrop(InternalClip(tree, "mytreedrag"),
        tree.GetDragSample()) == DND_MOVE)
    {
        PromptOK("hey");
        tree.RemoveSelection();
    }
}
```

I added a PromptOK() as you can see above and it never pops up (I made sure to drag the selection to merely a different position on the same parent so there was no logical conflict).

Does that seems right to you?

I'm guessing that if that function did something it would copy the options across as its a MOVE rather than a copy right?

Nick