Subject: Re: Like the new Drag and Drop TreeCtrl but...
Posted by mirek on Tue, 25 Sep 2007 22:14:40 GMT

nixnixnix wrote on Tue, 25 September 2007 11:46Ok, 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

Well, this is a little bit tricky situation. And maybe existing solution is not right.

The problem is that if DND returns MOVE, you are in fact supposed to delete the source selection. Which would be wrong here - that is why TreeCtrl::InsertDrop changes the action to COPY if the operation is performed withing single widget.