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Subject: Re: Like the new Drag and Drop TreeCtrl but...  
Posted by [nixnixnix](#) on Wed, 26 Sep 2007 16:13:41 GMT

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Yeah no worries. I've got to say I am very very happy with the DnD implementation exactly as it is. It works perfectly for me. I see what you do in the TreeCtrl.cpp and its definitely the simplest and safest route to go as default behaviour and extremely easy to override by not calling InsertDrop() and taking the target, position and selection information and customising from there.

In reality you can't know how we want it to behave so InsertDrop will almost always be there just as demo behaviour so that DnD works straight out of the box. Its important that we see it working before we customise it.

Good job! and thanks. Its been a few months but TreeCtrl drag and drop now works better than I could have hoped

Nick

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