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Subject: Re: Drag & Drop , Sort, GetValue( x )  
Posted by [mirek](#) on Mon, 22 Dec 2008 08:50:32 GMT  
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First small tip:

```
#define D3(x) RLOG "[" << GetSysTime() << "." << int(GetTickCount() % 10000u) << "]" " << x)
```

In that case, you should be able to

```
D3(" sorted (" << i << ") get with i: " << b << "\t get with n: " << a);
```

(BTW, Sprintf is the least safe way how to format things anyway...)

To work with elements, you never should use 'i'. Always navigate elements in the tree using:

```
int  GetChildCount(int id);  
int  GetChild(int id, int i);
```

- that will get you correct node ids.

You should never do it by using 'i' as in your example. GetItemAtLine is quite specific command, you probably would not want to use it either - it gets id of item and given \*line\* of TreeCtrl - that depends a lot on what nodes are actually open!

You only need to use ValueOrder in case that sorting requires additional parameters - e.g. values in TreeCtrl are 'columns' and you want to specify by which column you wish to sort - in that case you need to pass column number to comparison predicate - and ValueOrder allows you to do that (you derive from it, add column number, use it in comparison).

In 90% of cases, simplified methods with "int (\*compare)(const Value& v1, const Value& v2)" will be enough.

Mirek

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