Subject: Re: Drag & Drop , Sort, GetValue( x )
Posted by sapiency on Sat, 27 Dec 2008 22:30:13 GMT
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hi Mirek,

I've created an example which work almost as it should.

actually you can create and delete (right button on element / group) elements and groups, move elements to groups, sort them manually.

If you look at line 90 of main.cpp you find
&& _isMovedElement ==false

without this, the callback 'DropInsert' is called twice and two elements are moved to the new place ...

I tried to find out which Method I have to call so that the callback will be called only once. In the example of DND
InsertDrop(parent, ii, d);
moves the Element to the new place in the tree. But I didn't found the reason why the callback is called twice without this line of code ...

regards

reinhard


File Attachments
1) MyTreeCtrl(3).zip, downloaded 425 times