Subject: Re: Pick problems
Posted by mdelfede on Sat, 23 Jan 2010 13:03:08 GMT

Attached patched core files (Vcont.h, Map.h and Index.h) helps a lot adding a PickBreak(bool) method.
In order to activate Pick detection, is enough to do

MyContainer.PickBreak(true);

then each time the container gets picked a debugger breakpoint is triggered, making easy to backtrace the pick event.

Ciao

Max

File Attachments
1) PickBreak.zip, downloaded 263 times