

---

Subject: Re: Pick problems

Posted by [melfede](#) on Sat, 23 Jan 2010 13:03:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 216 times
-