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Subject: Re: Restrict drag&drop to one level  
Posted by [dolik.rce](#) on Thu, 01 Apr 2010 21:59:09 GMT  
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It works almost perfect. I was missing the `IsAvailableInternal<>` function, that helps a lot. But few problems still remain:

First, as I am using `MultiSelect()`, the level restriction fails when multiple levels are in selection. I solved this by adding following function as `WhenSel` callback: `void CheckSel(){`

```
    Vector<int> sel=tree.GetSel();  
    int last=sel.GetCount()-1;  
    if (last<1) return;  
    if (GetLevel(sel[0])!=GetLevel(sel[last]))  
        tree.SelectOne(sel[last],false);  
}
```

It is not perfect solution, but works reasonably with minimal effort.

Another problem is, that if you drag data item to root (or anywhere below the tree), it disappears on drop. I think it is because it just slips through the restriction rules without triggering any of them, but I couldn't find how to prevent that. Any ideas?

Best regards,  
Honza

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