
Subject: Re: Restrict drag&drop to one level
Posted by [mrjt](#) on Thu, 08 Apr 2010 10:58:12 GMT
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I think this selection filter would work better:

```
void OnSel() {  
    Vector<int> sel = tree.GetSel();  
    int level = GetLevel(tree.GetCursor());  
    for (int i = 0; i < sel.GetCount(); i++)  
        if (GetLevel(sel[i]) != level)  
            tree.SelectOne(sel[i], false);  
}
```

It works with both Ctrl select and Shift select and preserves the most recently selected.

I don't have thwe problem you describe with draggin to root/the bottom of the tree. Have you tested with the latest SVN?
