
Subject: Re: Getting compile errors, I modeled after TreeCtrlDnd, but I can't see the error

Posted by [dolik.rce](#) on Fri, 02 Sep 2011 05:32:04 GMT

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Hi David,

The compilation problem is most probably just too much copy-paste

```
struct MyApp : TopWindow {
```

```
    SplitterFrame sf, RightSide;
    TreeCtrl tree;
```

```
typedef App CLASSNAME; // <-- There is no type "App", it must be "MyApp"
```

```
...
```

To identify the line you clicked on, you can use `GetCursorLine()`, e.g.: `void ItemDC()`

```
{
    PromptOK(DeQtf("Clicked on line " + IntStr(tree.GetCursorLine()) + "!!"));
}
```

Best regards,
Honza
