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