Subject: Help needed with OptionTree
Posted by Tom1 on Fri, 10 Nov 2023 21:33:09 GMT
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Hi,

I just cannot figure out how to do these in OptionTree:

- Have Option operating only from the checkbox, not the text label
- Select items and show the selection (at least one at a time) from the text label
- Support WhenLeftDouble from the text label
- Support WhenBar from the text label
- Support Internal DnD from the text label (to change ordering of items)

This is what I tried, but the checkbox seems to own the text label and all events get stuck there:

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

struct App : TopWindow {
 OptionTree   otree;

 typedef App CLASSNAME;

 void DropInsert(int parent, int ii, PasteClip& d){
  otree.AdjustAction(parent, d);
  if(AcceptInternal<OptionTree>(d, "mytreedrag")) otree.InsertDrop(parent, ii, d);
 }

 void Drag(){
  otree.DoDragAndDrop(InternalClip(otree, "mytreedrag"), otree.GetDragSample());
 }

 Array<Option> opts;

 App() {
  Add(otree.SizePos());

  otree.NoRoot();
  otree.ManualMode();

  for(int i=0;i<5;i++){
   otree.Add(0, Image(), opts.Add(), Format("Item %d",i+1));
   if(i==0){
    otree.Add(1, Image(), opts.Add(), String("SubItem 1"));
    otree.Add(1, Image(), opts.Add(), String("SubItem 2"));
   }
```

```
  }

  otree.WhenBar = [&](Bar &bar){ bar.Add(Format("Menu for item %d", otree.GetCursor()), [&](){
PromptOK("Menu item selected"); }); };
  otree.WhenLeftDouble = [&](){ PromptOK("Left double-click"); };
  otree.WhenDropInsert = THISBACK(DropInsert);
  otree.WhenDrag = THISBACK(Drag);
  otree.NoCursor(false);
  Sizeable();
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

Any ideas how to go around this issue?

Thanks and best regards,

Tom
