
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
