
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
