
Subject: Re: OptionTree - something missing?
Posted by [nixnixnix](#) on Wed, 11 Apr 2007 04:21:48 GMT
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Thanks Mirek, that worked a treat

ended up looking like this

```
struct TreeOption : Option {  
    virtual void LeftDown(Point p, dword keyflags) {  
        if(p.x<this->GetSize().cy) // in the checkbox  
            Option::LeftDown(p, keyflags); // def func  
        if(this->GetData()==true) // explicit for clarity  
            SetFocus(); //shame there is no killfocus()  
    }  
};
```

are there any examples of changing the tree item hierarchy by dragging and dropping or do I need to go do it with a recttracker and if so can I show the contents whilst dragging? guess i would need to subclass recttracker?

thanks again,

nick
