
Subject: Re: OptionTree - something missing?
Posted by [nixnixnix](#) on Fri, 13 Apr 2007 01:58:31 GMT
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ok think i got that but how does run stop? I want it to stop when the left mouse button gets released and then I want to know where the mouse is so I can check for drop targets.

So far, the mouse cursor doesnt change when am dragging and the run doesnt appear to have any stop condition. Do I need to override LocalLoop?

Nick

```
class LayerTree : public TreeCtrl
{
public:
    typedef LayerTree CLASSNAME;

    virtual void RightDown(Point p, dword flags);
    virtual void LeftDown(Point p, dword flags);

    int GetNodeIDAt(Point p);

};
....

void LayerTree::LeftDown(Point p, dword flags)
{
    // here we implement drag and drop for nodes in the tree view

    // first see if there is a node at this point p
    int i,id=GetNodeIDAt(p);

    if(id<0)
        return; // didnt click on a node

    Rect rc = GetNode(id).ctrl->GetRect();

    // draw the node into an image
    // sample the tree ctrls view in this rectangle and make an image
    Size sz(rc.Width(),rc.Height());

    ImageDraw w(sz);

    GetNode(id).ctrl->DrawCtrl(w);

    Image img = w;
```

```

// start local loop and see where it ends
RectTracker rt(*this);

// use the image as a cursor
rt.SetCursorImage(img);

rt.SetMaster(*this);

rt.Run();
// rt.Track(rc,ALIGN_CENTER,ALIGN_CENTER);

}

```

```

int LayerTree::GetNodeIDAt(Point p)
{
// step through all nodes in the tree
// and see if one of them contains p
int id,n=GetLineCount(); //all (visible) items
Ctrl* ptr;
Rect rc;

for(int i=0;i<n;i++)
{
id = GetItemAtLine(i);
TreeCtrl::Node node = GetNode(id);
ptr = node.ctrl;
if(ptr)
{
rc = ptr->GetRect();

if(rc.Contains(p))
return id;
}
}

return -1;
}

```

hmmm, should have start my own thread really...

I tried the following

```
void LayerTree::LeftUp(Point p, dword flags)
{
    m_pRT->EndLoop(); // tried this with recttracker as member pointer

    EndLoop(); // and this
}
```

and nothing appears to have any effect. Am still quite new to UPP and it seems I still have a lot to learn. There does appear to be a loop starting. But I don't understand why the cursor does not change and I don't understand why the master (LayerCtrl) cannot intercept LeftUp and stop the loop. I'm missing something fundamental and obvious it seems.

I think this is the most complex part of my GUI but I need to know it can be done before I go further.

Cheers,

Nick