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 dont 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