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