
Subject: Re: DrawImage with XOR undefined
Posted by [mirek](#) on Tue, 17 Apr 2007 19:57:06 GMT
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nixnix wrote on Tue, 17 April 2007 15:20I am using RectTracker to grab a node from a TreeCtrl and drag it onto another node in order to change the tree hierarchy.

I tried asking the tree control to redraw its nodes while I was in the RectTracker loop but it fell over due to some checks it performs on itself so am now thinking that the easiest way to do this is sample the screen while I'm tracking in the local loop and draw directly on the screen. Because I'm in the local loop I can't wait to refresh.

I've subclassed from RectTracker and overwritten its DrawRect routine. My only problem is that I erase the background so I need to sample it and replace it.

Another alternative would be to catch LeftDown, MouseMove and LeftUp but I like some of the default behavior of RectTracker so as long as my idea to sample the background works, am there.

Nick

I see. Well, right at the moment, I would rather tried radically different approach - make the tree out of Ctrl nodes, so that you can easily handle the drag&drop operation by them.

OTOH, I think this is a strong indication that we should do something with D&D soon...

Mirek
