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Subject: Drag & Drop example or documentation?

Posted by [nixnixnix](#) on Tue, 25 Sep 2007 15:25:18 GMT

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Removed original whining due to fact that its easy to use drag and drop given the TreeCtrlDnD example. I will try to come up with a better documented example myself but until then, to anyone out there who wants to use DnD check out the example in reference and remember to that if you want to see what what copied you can use

```
void DropInsert(int parent, int ii, PasteClip& d)
{
    tree.AdjustAction(parent, d);
    if(AcceptInternal<TreeCtrl>(d, "mytreedrag")) {
        const TreeCtrl &src = GetInternal<TreeCtrl>(d); // JT
        Vector<int> sel = src.GetSel(); // JT
        // Etc.
        for(int i=0;i<sel.GetCount();i++)
        {
            DUMP(parent);
            DUMP(ii);
            DUMP(sel[i]);
        }
        tree.InsertDrop(parent, ii, d);
        tree.SetFocus();
        return;
    }
    if(AcceptText(d)) {
        tree.SetCursor(tree.Insert(parent, ii, Image(), GetString(d)));
        tree.SetFocus();
        return;
    }
}
```

(thanks MrJT) and if you want to do anything special then forget about using InsertDrop() and do the inserting yourself.