Subject: Nodes with Ctrl content disappear when Drag n Drop
Posted by kohait00 on Mon, 19 Oct 2009 07:26:00 GMT
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hi there,

using TreeCtrl with ctrl content in the nodes is just fine, though we still cant use the key approach to find the node with a key, if it contains a ctrl.

BUT: drag and drop reacts weired. the ctrl content simply disappears when dragging those elements. find attached a modified TreeCtrlDnD version, which uses EditString as content, and play around.

the problem here is the use of the Copy function (TreeCtrl.cpp:1701), no matter what action is performed. DND_MOVE should somehow preserve the ctrl, while DND_COPY freele can set the copy Node ctrl to NULL.

also it would be great, to have kind of a TreeCtrl based API method, which can *manually* move elements, something like

int Move(id src, int parent, int ii);

which can move a treeelement with src id, into another element, adressed with parent id and using its child position ii.
maybe this would be a nice feature for other Container Ctrls as well (ArrayCtrl, ColumnList, ...)

whis would give means to reorganize the tree (or basicly speaking the data base) in an easy way in code, without using the DragnDrop or Insert API, which breaks ctrl references

OTHER question:
the following Move workaround crasches in the Call of Remove(), why? (tGroups is a TreeCtrl, id is the to be moved element, moving to parent / ii), it works so far, leaving the dummy element, but removing causes an ASSERT

```
//insert a dummy so we can swap them, and delete the dummy
int id__ = tGroups.Insert(parent, ii, Image(), Value(0));
tGroups.Swap(id, id__);
tGroups.Remove(id); //ASSERT
```

any help greatly appreciated

File Attachments

1) TreeCtrlDnD.zip, downloaded 555 times

Subject: Re: Nodes with Ctrl content disappear when Drag n Drop
Posted by kohait00 on Mon, 19 Oct 2009 14:27:01 GMT
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seems to be able, to manuellay move elements, even with ctrl content, with this workaround privided (a custom InsertDrop, together with a custom Move instead of Copy)..check out the TreeCtrlDnD example.

File Attachments
1) TreeCtrlDnD.zip, downloaded 590 times

Subject: Re: Nodes with Ctrl content disappear when Drag n Drop
Posted by mirek on Wed, 21 Oct 2009 07:00:40 GMT
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Well, I am afraid that the moral of the story is that D&D with widget nodes is too complex to be handled by common methods.

Back then when implementing this issue, we have expected that such cases should rather be managed by custom code, not using InsertDrop...

Mirek