

HI_TVQueryDnDItem

%HI_TVQueryDnDItem function

Function

Function **%HI_TVQueryDnDItem** returns the tree items which define a position of possible new item in the tree during [Drop](#) operation.

Declaration

```
%HI_TVQueryDnDItem(
    INT in refId,
    OUT in hNode1,
    OUT in hNode2
)
```

Parameters

refId	Identifier of tree view .
hNode1	Item in the tree.
hNode2	Item in the tree.

Description

Function returns the tree items which define a position where a drop operation has been performed.

A result for the new item is defined as follows:

hN ode1	hN ode2	
inva lid	inva lid	Dropping out of tree items.
inva lid	valid	Dropping above hNode2.
valid	inva lid	Dropping under hNode1.
valid	inva lid	If hNode1 = hNode2, the new item is dropped directly onto the existing item. If hNode1 < hNode2, the new item is dropped between the items hNode1 and hNode2, whereby hNode1 and hNode2 are placed always on the same level of the tree.

Return value

BOOL – if it is @TRUE, the function got the position for Drag&Drop, otherwise the values of "out" parameters are undefined.

Example

These files contain an example of using Drag and Drop in the graphic object of [Tree view](#) type. After importing these files into the system, the picture *DnD_example* is added. It enables the drag and drop operations of text and files over the graphic object of *Tree view* type.

[S.DnD_example.xml](#)
[SD.FileList.xml](#)



Related pages:

[Graphic object manipulation functions](#)
[Function arguments - types](#)