

Description

Double-click a block to collapse or expand it. The collapse or expand behavior is same as that from the context menu. It doesn't collapse or expand its ancestors or descendants

Sequence of events fired

1. mousedown
2. mousemove, if any
3. ..
4. mouseup
5. mousedown
6. mousemove, if any
7. ..
8. mouseup
9. dblclick

Remarks

1. During a dblclick event, after the second mousedown and before the second mouseup event, if the block is dragged to the trash can, the associated callback is not called
2. In onMouseDown_(), the context menu of an unmovable block can be made shown so collapse or expand options are available for it. Hence, double-click can also apply to it
3. Since most clean-up work is done in onMouseUp_(), like terminateDrag_(), little is needed in the dblclick callback