

New issue Jump to bottom

How to detect when a node is dragged? #297



sheymann opened this issue on Jun 12, 2014 · 9 comments



sheymann commented on Jun 12, 2014

Contributor

I'm using the dragNodes plugin and I'd like to detect when a node is currently dragged to avoid firing other events such as overNode and outNode.

Any idea how to do it without a dirty hack? (-> comparing x,y at overNode and at outNode events)

Thanks



apitts commented on Jun 13, 2014

Contributor

@sheymann - @patrickmarabeas and myself have been looking at some of the issues that you run into with the dragNodes plug-in. You may consider this a 'dirty hack' but the best solution we have come up with so far to the problem you refer to above is to add the below code (we are using angular obviously but simple enough to replace with jquery, etc.):

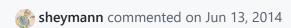
```
var drag = false;
angular.element(document).bind('mousedown', function(e) {
    drag = false;
    var x = e.clientX;
    var y = e.clientY;
    angular.element(document).bind('mousemove', function(e) {
        if(Math.abs(e.clientX - x) || Math.abs(e.clientY - y) > 1) drag = true;
    });
});
angular.element(document).bind('mouseup', function() {
    angular.element(document).unbind('mousemove');
    angular.element('body').removeClass('disableSelect');
});
```

We previously had it working without the distance metric (i.e. just on mousemove) but found we needed to add that distance metric after some recent changes to sigma.

Then, in overNode, outNode, etc. we include:

```
s.bind('overNode', function(e) {
  if(!drag) {
  ---insert code-----
  }
```





Contributor Author

Thank you! I've adapted your code to remove dependencies and to provide an easy integration into sigma. Do you think that it would be interesting to submit it as a plugin?

```
;(function(undefined) {
  'use strict';
  if (typeof sigma === 'undefined') {
    throw 'sigma is not declared';
  }
  sigma.utils.pkg('sigma.events');
  * Dispatch 'drag' and 'drop' events by dealing with mouse events.
   * @param {object} renderer The renderer to listen.
  sigma.events.drag = function(renderer) {
    sigma.classes.dispatcher.extend(this);
    var _self = this,
       _drag = false,
       _x = 0,
       _{y} = 0;
    // Set _drag to true if the mouse position has changed.
    var detectDrag = function(e) {
      //console.log('mousemove');
      if(Math.abs(e.clientX - _x) || Math.abs(e.clientY - _y) > 1) {
        _drag = true;
       console.log('drag');
        _self.dispatchEvent('drag');
      }
    };
    // Initialize the mouse position and attach the 'mousemove' event
    // to detect dragging.
    renderer.container.addEventListener('mousedown', function(e) {
      console.log('mousedown');
      _drag = false;
      _x = e.clientX;
      _y = e.clientY;
      renderer.container.addEventListener('mousemove', detectDrag);
    });
    renderer.container.addEventListener('mouseup', function() {
```

```
// 'mouseup' event is called at the end of the call stack
      // so that 'mousemove' is called before.
      setTimeout(function() {
       console.log('mouseup');
       if (_drag) {
          _self.dispatchEvent('drop');
       _drag = false;
       renderer.container.removeEventListener('mousemove', detectDrag);
      }, 1);
    });
 };
}).call(this);
```

To use it:

```
var drag = false;
var _dragListener = new sigma.events.drag(sigma_instance.renderers[0]);
_dragListener.bind('drag', function(e) {
    drag = true;
});
_dragListener.bind('drop', function(e) {
    drag = false;
});
```



🧸 apitts commented on Jun 13, 2014

Contributor

That looks great @sheymann! I for one would certainly welcome a pull request for that plugin.





Contributor Author

Submitted! #301

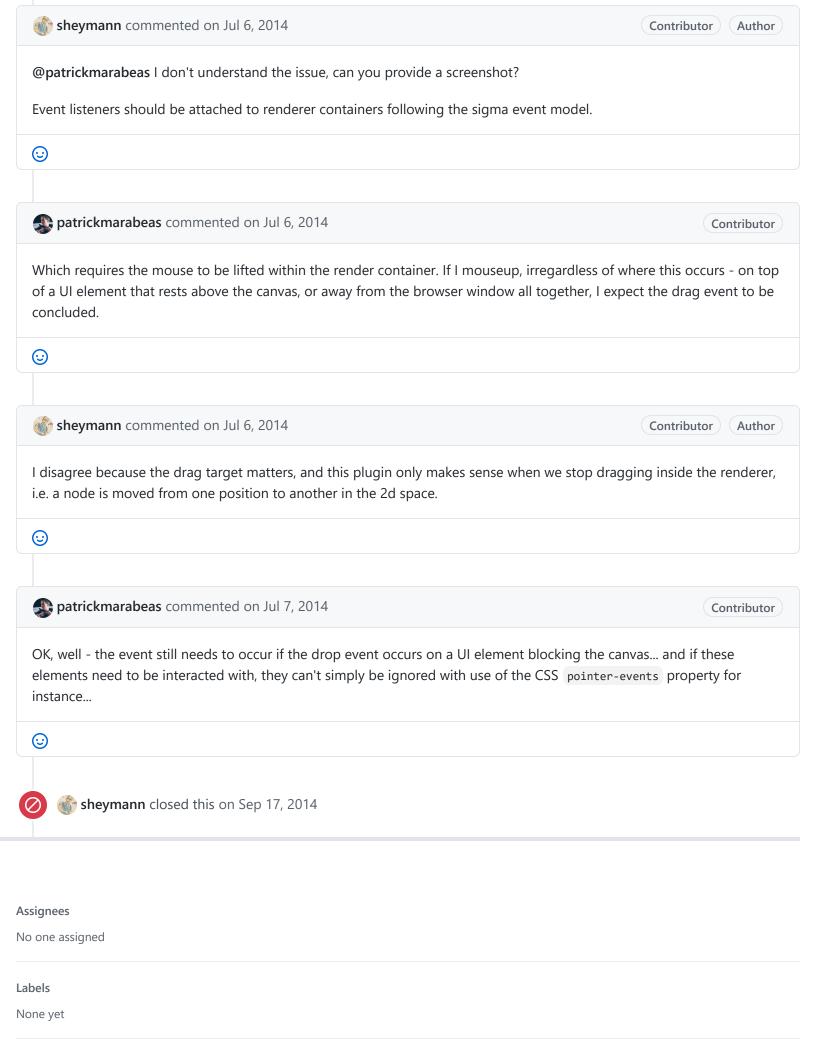


patrickmarabeas commented on Jul 6, 2014

Contributor

@sheymann The mouse event listeners need to be placed on window rather than renderer.container so you don't run into issues dropping nodes behind elements (like UI).





one yet
ilestone
o milestone
nked pull requests
ccessfully merging a pull request may close this issue.
one yet

3 participants



Projects



