
Subject: Re: Howto Drop Files into a TopWindow please?

Posted by [mrjt](#) on Fri, 01 Feb 2008 10:38:57 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class DndTest : public TopWindow {
```

```
public:
```

```
    typedef DndTest CLASSNAME;
```

```
    DndTest();
```

```
    Vector<String> files;
```

```
    virtual void Paint(Draw &w);
```

```
    void TextLine(Draw &w, Point &p, const String &txt);
```

```
    virtual void DragAndDrop(Point p, PasteClip& d);
```

```
};
```

```
void DndTest::Paint(Draw &w)
```

```
{
```

```
    TopWindow::Paint(w);
```

```
    Point p(2, 2);
```

```
    TextLine(w, p, "Files:");
```

```
    if (files.GetCount())
```

```
        for (int i = 0; i < files.GetCount(); i++)
```

```
            TextLine(w, p, files[i]);
```

```
    else
```

```
        TextLine(w, p, "None");
```

```
}
```

```
void DndTest::TextLine(Draw &w, Point &p, const String &txt)
```

```
{
```

```
    w.DrawText(p.x, p.y, txt);
```

```
    p.y += StdFont().GetHeight()+1;
```

```
}
```

```
// This is the important bit:
```

```
void DndTest::DragAndDrop(Point p, PasteClip& d)
```

```
{
```

```
    if (AcceptFiles(d)) {
```

```
        files = GetFiles(d);
```

```
        Refresh();
```

```
    }
```

```
}
```

```
DndTest::DndTest()
```

```
{  
    Title("I need files!");  
    SetRect(0, 0, 200, 400);  
    CenterScreen();  
}
```

```
GUI_APP_MAIN  
{  
    DndTest().Run();  
}
```
