
Subject: Re: Drag and Drop between instances [FEATURE REQUEST]

Posted by [mirek](#) on Sat, 11 Dec 2010 09:34:22 GMT

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I have added reference/DragAndDrop example:

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

const char *MyDnDName = "MyReferenceDragAndDropExample";

struct MyApp : TopWindow {
    TreeCtrl tree;

    typedef MyApp CLASSNAME;

    void DropInsert(int parent, int ii, PasteClip& d)
    {
        tree.AdjustAction(parent, d);
        if(d.Accept(MyDnDName)) {
            tree.SetCursor(tree.Insert(parent, ii, Image(), ~d));
            tree.SetFocus();
        }
    }

    void Drag()
    {
        if(!tree.IsCursor())
            return;
        int id = tree.GetCursor();
        String text = tree.Get();
        Size isz = GetTextSize(text.ToWString(), StdFont());
        ImageDraw iw(isz);
        iw.DrawRect(isz, White);
        iw.DrawText(0, 0, text);

        VectorMap<String, ClipData> clip;
        clip.Add(MyDnDName, text);

        if(DoDragAndDrop(clip, iw) == DND_MOVE)
            tree.Remove(id);
    }

    MyApp() {
        Add(tree.SizePos());
        Vector<int> parent, parent2;
```

```

parent.Add(0);
tree.SetRoot(Image(), "The Tree");
for(int i = 1; i < 10000; i++) {
    parent.Add(tree.Add(parent[rand() % parent.GetCount()], Image(),
        FormatIntRoman(i, true)));
    if((rand() & 3) == 0)
        tree.Open(parent.Top());
}
tree.Open(0);
tree.WhenDropInsert = THISBACK(DropInsert);
tree.WhenDrag = THISBACK(Drag);
Sizeable();
}
};

GUI_APP_MAIN
{
    MyApp().Run();
}

```

Frankly, there are more details to care about, so we might want yet another example with even more low-level D&D (and some fine dics about D&D would be fine as well, right?), but as first iteration this might be helpful.

Mirek
