
Subject: Re: [Drag & Drop] How to reject Clip on base of content of data?

Posted by [mirek](#) on Mon, 05 Nov 2012 19:56:20 GMT

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You are right. I have now "separated" raw processing:

```
void DndTest::DragAndDrop(Point p, PasteClip& d)
{
    if(d.IsAvailable("files")) {
        files = GetClipFiles(d.Get("files"));
        Refresh();
    }
}
```