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

Posted by [Novo](#) on Sun, 04 Nov 2012 19:00:58 GMT

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Let say I want to allow dropping of only one file. Code below doesn't work because data in Clip is not available till drop time.

```
void XXX::DragAndDrop(Point p, PasteClip& d)
{
    if (AcceptFiles(d))
    {
        Vector<String> files = GetFiles(d);

        if (files.GetCount() > 1)
            return d.Reject();

        const String fn = files.Top();

        if (TryOpenFile(fn)) {}
    }

    if (d.IsAccepted())
    {
        Vector<String> files = GetFiles(d);

        if (files.GetCount() > 1)
            return d.Reject();
    }
}
```

I could use d.Get("files"), but GetFiles(d) takes a Clip as an argument and not actual data ...

Is there a way to do what I want without reimplementing of GetFiles()? And why data should be available only at the time of drop?

TIA

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();
    }
}
```

Subject: Re: [Drag & Drop] How to reject Clip on base of content of data?
Posted by [Novo](#) on Mon, 05 Nov 2012 20:26:05 GMT
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Thanks a lot!
