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Subject: Re: Win\_CE

Posted by [arturbac](#) on Fri, 06 Jul 2007 21:36:58 GMT

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Next part

Win32DnD.cpp

exclude from PPC CF\_HDROP

like

```
#ifndef PLATFORM_WINCE
if(cf == CF_HDROP)
    return "files";
#endif
```

correct

```
static int CF_PERFORMEDDROPEFFECT = RegisterClipboardFormat(_T("Performed
DropEffect"));
```

Threads also dosn't compile on PoketPC

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