
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 doesn't compile on PoketPC
