
Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Mon, 11 May 2009 09:59:56 GMT
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I am sorry, I have to ask again:)

Without Ctrl, result is 100% predictable and it is move.

With Ctrl, result is random.

(I just cannot believe that...

Anyway, some DUMPs:

```
void UDropTarget::DnD(POINTL pl, bool drop, DWORD *effect, DWORD keys)
{
    dword e = *effect;
    LOG("DnD " << e == DROPEFFECT_COPY);
    *effect = DROPEFFECT_NONE;
    if(!ctrl)
        return;
    PasteClip d;
    d.dt = this;
    d.paste = drop;
    d.accepted = false;
    d.allowed = 0;
    d.action = 0;
    if(e & DROPEFFECT_COPY) {
        d.allowed = DND_COPY;
        d.action = DND_COPY;
    }
    if(e & DROPEFFECT_MOVE) {
        d.allowed |= DND_MOVE;
        if(Ctrl::GetDragAndDropSource())
            d.action = DND_MOVE;
    }
    if((keys & MK_CONTROL) && (d.allowed & DND_COPY))
        d.action = DND_COPY;
    if((keys & (MK_ALT|MK_SHIFT)) && (d.allowed & DND_MOVE))
        d.action = DND_MOVE;
    ctrl->DnD(Point(pl.x, pl.y), d);
    DDUMP(d.action);
    if(d.IsAccepted()) {
        if(d.action == DND_MOVE)
            *effect = DROPEFFECT_MOVE;
        if(d.action == DND_COPY)
            *effect = DROPEFFECT_COPY;
    }
}
```

```

}
}

STDMETHODIMP UDropSource::GiveFeedback(DWORD dwEffect)
{
LOG("GiveFeedback " << (dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY);
Image m = IsNull(move) ? copy : move;
if((dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY) {
    if(!IsNull(copy)) m = copy;
}
else
if((dwEffect & DROPEFFECT_MOVE) == DROPEFFECT_MOVE) {
    if(!IsNull(move)) m = move;
}
else
    m = no;
Ctrl::OverrideCursor(m);
Ctrl::SetMouseCursor(m);
return S_OK;
}

```

Try with Ctrl pushed....

Mirek
