
Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Mon, 11 May 2009 10:41:50 GMT
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And again

> Without Ctrl, result is 100% predictable and it is move
YES!

>With Ctrl, result is random

Ctrl->drag = YES! (You`ve seen that on video, what a shame it doesn`t indicate pressed keys)

drag->Ctrl = WORKS 100%

So the problem is with initial period when Ctrl is ALREADY pressed before dragging start.

Your patch doesn`t compile (I patched Win32DnD.cpp):

> LOG("DnD " << e == DROPEFFECT_COPY);

error C2678: binary '==' : no operator found which takes a left-hand operand of type 'Upp::Stream'
(or there is
no acceptable conversion)

> STDMETHODIMP UDropSource::GiveFeedback(DWORD dwEffect)

error C2027: use of undefined type 'Upp::UDropSource'

> LOG("GiveFeedback " << (dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY);

error C2678: binary '==' : no operator found which takes a left-hand operand of type 'Upp::Stream'
(or there is
no acceptable conversion)

... (about 5 more errors, please try to compile it)
