
Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Mon, 11 May 2009 10:57:29 GMT
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Mindtraveller wrote on Mon, 11 May 2009 06:41 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)

Ah, sorry, put parenthesis around == operators please...

```
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;
}
DDUMP(keys & MK_CONTROL);
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;
}

```