Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by mirek on Wed, 29 Jul 2009 03:48:02 GMT

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koldo wrote on Tue, 28 July 2009 16:56Hello mrjt

Thank you for your help. I am using the last Upp version so the problem does not come from there.

When opening very small images (for example from a mobile home) there is no problem, but opening bigger pictures (perhaps 3 or 4 Mb) drag & drop does not work.

Best regards
Koldo

I belive that time needed to load image might be the problem, at least in X11: due to inherent inreliability of X11 protocol (think UDP , you need some timeouts incorporated. If there is no response for given time, DnD is canceled. Timeout is set to 200ms, which is well within large image load times.

I am afraid you will have to go MT...

Mirek