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Subject: chess like drag&drop possible in u++ ?

Posted by [kenton](#) on Fri, 17 Sep 2010 09:02:54 GMT

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Hello,

my first post on this forum, hoping to do a good impression

i choosed u++ for develop a school timetable scheduling application.

Like in a chess board i want to drag&drop an image that is a simple colorized square into a grid (the timetable) like pieces over the chess board.

It's my first GUI with this kind of features and i have no idea about the approach to do it.

I need only the more sensed way that you will follow in my situation.

For example: "you have to draw the timetable structure with opengl then u move simple images over it and in order to realize a drag&drop where the image follow the mouse cursor you have to ... etc."

Hope don't asking too much, because i need a poin to begin with a way that give me the first direction of my efforts.

Thanks you all.

Have a good day.

Andrea

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