Subject: Re: Drag and Drop between instances [FEATURE REQUEST]
Posted by nixnixnix on Wed, 12 Jan 2011 01:37:52 GMT
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Thanks Mirek,

That all works easy enough. However, an extra complication is that sometimes I DnD between instances but most of the time within the same instance. My code looks like this:

```
void LayerTree::DropInsert(int parent, int ii, PasteClip& d)
{
 AdjustAction(parent, d);
 if(AcceptInternal<LayerTree>(d, "mytreedrag")) {
  const TreeCtrl &src = GetInternal<LayerTree>(d);
  Vector<int> sel = src.GetSel();
  SaveStateToLayers(); // we need to rebuild the tree
  for(int i=0;i<sel.GetCount();i++)
  {
   Drop(parent,sel[i],ii);
  }
  m_ptr->SetTree();
  SetFocus();
  return;
 }
 else if(d.Accept("externalInstance"))
 {
  m_ptr->SetStatus("dropped");

  StringStream ss(d.Get());

  Layer* pLayer = Layer::Load(ss);

  if(pLayer==NULL)
   return;

  m_ptr->AddLayer(pLayer);

 }

// if(AcceptText(d))
// {
//  SetCursor(Insert(parent, ii, Image(), GetString(d)));
//  SetFocus();
//  return;
// }
}
```

```
void LayerTree::Drag()
{
 if(m_ptr->AreWeBusy())
  return;

 if(DoDragAndDrop(InternalClip(*this, "mytreedrag"),
                  this->GetDragSample()) == DND_MOVE)
 {
  RemoveSelection();
 }
}

void LayerTree::DragLeave()
{
 int id;

 id = GetCursor();
 if(id<=0) // if id==0 then its the root node which is not a layer
  return;

 // copy to clipboard
 TreeCtrl::Node node = GetNode(id);
 LayerOption* ptr = (LayerOption*)~node.ctrl;
 Layer* pLayer = ptr->GetLayer();

 StringStream ss;

 ss.SetStoring();

 ss.Put("layer");
 int type = int(pLayer->GetType());
 ss.Put32(type);

 pLayer->Serialize(ss);

 String sLayer(ss);

 String text = pLayer->GetName();

 Size isz = GetTextSize(text.ToWString(), StdFont());

 ImageDraw iw(isz);

 iw.DrawRect(isz, White);

 iw.DrawText(0, 0, text);

 VectorMap<String, ClipData> clip;
```

```
 clip.Add("externalInstance", sLayer);

 if(DoDragAndDrop(clip, iw) == DND_MOVE)
 {

 }

 TreeCtrl::DragLeave();

}
```

My questions are: do I need to treat my internal drag and drops the same way as my external ones? Is there an external and an internal DnD working simultaneously? Is there a way to know which instance a DnD is coming from?

It all seems to work fine so long as my cursor doesn't leave and return to the same instance.

Cheers,

Nick