
Subject: Re: Drag and Drop between instances [FEATURE REQUEST]

Posted by [mirek](#) on Wed, 12 Jan 2011 08:38:37 GMT

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nixnixnix wrote on Tue, 11 January 2011 20:37

My questions are: do I need to treat my internal drag and drops the same way as my external ones?

In principle, yes. There is some "internal drop" stuff in U++, but it is there only to simplify internal drops (that then do not work 'external') - the thing is that for internal drops you do not have to define external format.

Quote:

Is there an external and an internal DnD working simultaneously?

The code is the same, at least client code. I would have to check whether there are some internal - external code pathways in U++ DnD implementation.... but I doubt it, except for name of internal clips.

Quote:

Is there a way to know which instance a DnD is coming from?

Ctrl::

```
bool IsDragAndDropSource();  
bool IsDragAndDropTarget();
```

Mirek
