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

Posted by [nixnixnix](#) on Wed, 12 Jan 2011 20:54:59 GMT

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Thanks Mirek,

I think I am still missing something fundamental about how this works.

I can drag and drop between instances fine.

I can drag and drop within the same instance using internal clip so long as I don't trigger DragLeave() (see below)

If I trigger DragLeave() which I use to drag and drop between instances, then if I drop onto the same instance I get a crash. If I try to do both internal and external from inside Drag() then the external one doesn't work.

Is there any documentation on how this framework works please or would it be possible to outline how one would do internal and external together?

Nick