Subject: Re: Drag and Drop between instances [FEATURE REQUEST]
Posted by mirek on Wed, 12 Jan 2011 21:26:01 GMT

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nixnixnix wrote on Wed, 12 January 2011 15:54Thanks 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

Well, now this sound quite suspicious. Can you provide your DrawLeave method so that I can get a clue?

Are we speaking about

void Ctrl::DragLeave()

here?

Quote:
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?

I am sorry, not yet. I guess it will be my homework over weekend...

Mirek