Subject: BUG: LineEdit "Drag And Drop" violates read-only state
Posted by navi on Wed, 16 Jan 2013 07:00:16 GMT
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Hi All,

If you add 2 LineEdit ctrl in your window and 1 of them is read-only. if text drag from read-only LineEdit to a non read-only LineEdit ctrl text are moved from read-only ctrl to other ctrl. Essentially violating the read-only state of the read-only ctrl.

I have investigated the DragAndDrop(Point p, PasteClip& d) function of the LineEdit ctrl in LineEdit.cpp Line:777. And found that the writer of the function put a safeguard for such an issue in the first line. see follwoing:

LineEdit.cpp Line:777

```
void LineEdit::DragAndDrop(Point p, PasteClip& d)
{
	//My FIX::
	//if(IsReadOnly() || GetDragAndDropSource()->IsReadOnly()) return;

 if(IsReadOnly()) return;
...
}
```

however in reality in "dragging & dropping" action, half the action triggers execution of the DND function of the source ctrl. and other half the triggers execution of the DND function of target ctrl. Since target ctrl is not read-only, the function executes and the text is moved from read-only ctrl to a non read-only ctrl.

attached project is elaborate test example & fix example.

File Attachments

1) LineEdit - Bug Report 001.zip, downloaded 512 times