
Subject: Re: Image DnD into Upp app

Posted by [mirek](#) on Wed, 14 Jan 2015 18:21:26 GMT

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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    virtual void CancelMode();
    virtual void Paint(Draw& w);
    virtual void DragAndDrop(Point p, PasteClip& d);
    virtual void DragLeave();

    Image img;
    bool dnd;

    MyApp() { dnd = false; }
};

void MyApp::Paint(Draw& w)
{
    Size sz = GetSize();
    w.DrawRect(sz, dnd ? SColorInfo() : SColorFace());
    w.DrawImage(0, 0, img);
}

void MyApp::DragAndDrop(Point p, PasteClip& d)
{
    if(AcceptImage(d))
        img = GetImage(d);
    dnd = d.IsAccepted();
    Refresh();
}

void MyApp::DragLeave()
{
    CancelMode();
}

void MyApp::CancelMode()
{
    dnd = false;
    Refresh();
}

GUI_APP_MAIN
```

```
{  
  MyApp().Run();  
}
```
