
Subject: Re: Image DnD into Upp app
Posted by [bushman](#) on Wed, 14 Jan 2015 21:09:26 GMT
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Thank you for the code, Mirek, but I'm afraid it doesn't work. BTW, before I posted this topic I've tried something quite close to what you suggest, based on what I could learn from the IDE help and reference code, but it failed too.

I've inserted some LOGs in your code to see if any of the DnD-related virtual methods ever get called, which they don't, with the exception of CancelMode(), but obviously for other non-DnD reasons:

```
#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)
{
    LOG("DragAndDrop");           // this never gets called
    if(AcceptImage(d))
        img = GetImage(d);
    dnd = d.IsAccepted();
    Refresh();
}

void MyApp::DragLeave()
{
    LOG("DragLeave");             // this never gets called
    CancelMode();
}
```

```
}  
  
void MyApp::CancelMode()  
{  
    LOG("CancelMode");  
    dnd = false;  
    Refresh();  
}  
  
GUI_APP_MAIN  
{  
    MyApp().Run();  
}
```

Aren't we missing something? There's something I do not quite fully understand here, I mean, how is our code supposed to acknowledge it should accept DnD data from other non-Upp Windows processes? Doesn't Windows require us to somehow register our Upp process as potential target of DnD events?

Thanks again!
