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Subject: Re: Image DnD into Upp app

Posted by [bushman](#) on Thu, 15 Jan 2015 18:06:56 GMT

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Hi, Mirek, tks for your help, it's weird indeed, I've run a number of tests on both of my systems and here's my feedback on some of the points you raised:

Quote:What is your OS exactly? Compiler?

Windows 7 - MSC9 and Windows 8.1 - MSC9 and MSC10

Quote:As first quick test, does DnD of text to theide work for you?

No, it doesn't work in Win 8.1, but it does work in Win 7.

Quote:Alternatively, you can test with examples/UWord, with Image.

Did that, pls review code posted below, which I used to run tests, along with attached table pics summarizing results:

```
#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;
    String txt;
    bool dnd;

    MyApp() { dnd = false; }
};

void MyApp::Paint(Draw& w)
{
    Size sz = GetSize();
    w.DrawRect(sz, dnd ? SColorInfo() : SColorFace());
    w.DrawImage(0, 0, img);
    w.DrawText(10, 10, txt);
}

void MyApp::DragAndDrop(Point p, PasteClip& d)
{
    LOG("DragAndDrop");
    if(AcceptImage(d)) {
        img = GetImage(d);
        txt = "";
    }
}
```

```

} else if(AcceptText(d)) {
    txt = GetString(d);
    img.Clear();
}
dnd = d.IsAccepted();
Refresh();
}

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

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

GUI_APP_MAIN
{
    MyApp().Run();
}

```

Could these erratic results be due to non-standardized Windows DnD obj formatting from one version to another?  
Tks!

#### File Attachments

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- 1) [table1.png](#), downloaded 944 times
  - 2) [table2.png](#), downloaded 873 times
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