Subject: Re: Image DnD into Upp app
Posted by mirek on Thu, 15 Jan 2015 19:58:47 GMT
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kropniczki wrote on Thu, 15 January 2015 19:06Hi, 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!

I would not read too much into File Explorer source - these are expected - UWord expects (now) that you are dropping qtf formated files, which these images are not.... (of course, would be nice to automatically open images too...)

Have you tried with U++ apps as source? (E.g. UWord->MSWord)

Another: please try e.g. Firefox or Chrome as source of images.

Mirek