
Subject: Re: Image DnD into Upp app
Posted by [mirek](#) on Mon, 26 Jan 2015 18:05:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, let us try this:

```
String UDropTarget::Get(const char *fmt) const
{
    FORMATETC fmtetc = ToFORMATETC(fmt);
    STGMEDIUM s;
    HRESULT hr = data->GetData(&fmtetc, &s);
    DDUMP(hr); DDUMP(hr == S_OK); DDUMP(s.tymed); DDUMP(s.tymed ==
TYMED_HGLOBAL);
    if(hr == S_OK && s.tymed == TYMED_HGLOBAL) {
        char *val = (char *)GlobalLock(s.hGlobal);
        String data(val, (int)GlobalSize(s.hGlobal));
        GlobalUnlock(s.hGlobal);
        ReleaseStgMedium(&s);
        return data;
    }
    return Null;
}
```

Thanks for patience. And keep that Win installation, it is a good testing environment :)
