Posted by frankdeprins on Wed, 19 Oct 2016 08:41:40 GMT

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Hello,

When I choose to use the DND_EXACTIMAGE flag in a call to DoDragAndDrop, how can I make a visual difference between a DND_COPY and a DND_MOVE operation?
Would it not be better to have an overloaded version of this function, accepting two images (or even three, one more for the 'no drop allowed')?
Or do I overlook something?

Regards

Frank De prins