
Subject: Drag&drop example bug and questions
Posted by [cbpporter](#) on Tue, 30 Jan 2018 13:21:01 GMT
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Hi!

I've never done D&D drop before, in U++ or otherwise, but I would like to have D&D file move in a TreeCtrl.

The best sample I could find in U++ was reference/DragAndDrop.

Now, first of all, when dragging from the same instance of the app, the second drop will ASSERT. This should be fixed. It doesn't assert when using two different instaces of the app.

Beyond that, there are a few things I would like to figure out:

1. How to limit D&D to a single instance of the app and preferably to a single TreeCtrl.
2. How to disable reordering of items. The TreeCtrl is a folder tree. I want to drag from one folder and drop in another folder: a rename/move. Reordering in the same parent node is not an operation that makes sense. I can ignore this but it would be great if I could fine tune when the little line that shows drop position shows up.
3. Are all D&D operations done through PasteClip?

Thank you!
