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Subject: Re: draganddrop does not work  
Posted by [mirek](#) on Tue, 01 May 2018 07:36:30 GMT  
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aftershock wrote on Mon, 30 April 2018 23:14Hi,

I have a class like this  
class mainWindow : public DockWindow // public  
{  
virtual void DragAndDrop(Point p, PasteClip& d);  
}

I have an application with docking.  
Testing proved that DragAndDrop is not called...  
Should it be called looking at examples?  
What is the reason?  
What would you do ?

Thanks.  
Aftershock

Works for me

```
#include <CtrlLib/CtrlLib.h>
#include <Docking/Docking.h>

using namespace Upp;

struct MyApp : DockWindow {
    virtual void DragAndDrop(Point p, PasteClip& d) {
        if(AcceptFiles(d))
            PromptOK(Join(GetFiles(d), "&"));
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

Providing testcase and more info (like what is HostOS / compiler) would help....

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