## Subject: Re: draganddrop does not work
Posted by mirek on Wed, 02 May 2018 06:02:45 GMT

aftershock wrote on Tue, 01 May 2018 18:52Compiler MSC12x64


Really? Current U++ does not compile with that.

Quote:
I also have some docked... that could make a difference?
    WithmanualtradeLayout <DockableCtrl> manual_trade;


 DockableCtrl & manual_trade_dk =   Register ( manual_trade.Title ( t_ ( "Manual trade" ) ) );

 DockLeft ( manual_trade_dk );

Give me a minimal testcase and I can check. It is really impossible to comment on such little info.