
Subject: Re: draganddrop does not work
Posted by [Oblivion](#) on Mon, 07 May 2018 11:57:26 GMT
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Hello aftershock,

Your code doesn't work because you need to override the dnd virtual function of the DockableCtrl, not of the DockWindow.

Here is a solution:

main.cpp:

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <tradetester_drag_bug/tradetester.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class maintradetesterwindow : public DockWindow // public Withtablayout<TopWindow>oin
{
public:
    maintradetesterwindow();
    void DragAndDrop(Point p, PasteClip& d);
    class ManualTradeDock : public WithmanualtradeLayout <DockableCtrl> { // <---
    virtual void DragAndDrop(Point p, PasteClip& d)
    {
        if(IsDragAndDropSource())
            return;
        if(AcceptFiles(d)) {
            Vector<String> files2 = GetFiles(d);
            DUMP(files2);
        }
    }
};
ManualTradeDock manual_trade;
};
```

```
maintradetesterwindow::maintradetesterwindow()
{
```

```

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

DockLeft ( manual_trade_dk );
}

void maintradetesterwindow::DragAndDrop(Point p, PasteClip& d)
{
// if(IsDragAndDropSource())
// return;
// if(AcceptFiles(d)) {
// Vector<String> files2 = GetFiles(d);
/// DUMP(files2);
// }
}

GUI_APP_MAIN
{

// ::SColorFace_Write(Black());
// ::SColorText_Write(Yellow());


maintradetesterwindow().Run();
}

```

It should work now. :)

Best regards,
Oblivion
