
Subject: Re: draganddrop does not work

Posted by [Oblivion](#) on Mon, 07 May 2018 13:00:23 GMT

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Quote:Should not it work on the top of the hierarchy as well?

Well, DockWindow is based on TopWindow, and DockableCtrl is based on ParentCtrl. And both of these base classes are based on Ctrl.

Ctrl::DragAndDrop() virtual method has an empty default implementation. And it is not overridden in TopWindow or ParentCtrl, which makes sense TBH.

Of course you can redirect the dnd message to the member ctrls in a number of ways.
For example:

```
class maintradetesterwindow : public DockWindow // public Withtablayout<TopWindow>
{
public:
    maintradetesterwindow();
    void DragAndDrop(Point p, PasteClip& d);
    class ManualTradeDock : public WithmanualtradeLayout <DockableCtrl> {
    public:
        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)
{
    manual_trade.DragAndDrop(p, d); // <---
}
```

But you shouldn't need this for other ctrls, as they already have their specialized DND methods implemented (e.g. the ArrayCtrl you use).

Best regards,
Oblivion
