
Subject: Re: draganddrop does not work

Posted by [Oblivion](#) on Mon, 07 May 2018 15:55:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: Though there is one problem

```
void maintradetesterwindow::WithdataLayoutEx::DragAndDrop(Point p, PasteClip& d)
{
    if(IsDragAndDropSource())
        return;
    Ctrl* c = GetDragAndDropTarget();
    DUMP(c);
    if (c!=nullptr)
        if (c==&m->datasource_info.analyse)
        {
            if(AcceptFiles(d)) {
                Vector<String> files2 = GetFiles(d);
                m->analyse_a_file(files2[0]);
            }
        }
}
```

In general you don't need to manually handle them.

And frankly, I never needed to use GetDragAndDropTarget().

If you need to handle them manually either process the clip according to its data type, or override the given ctrl's DragAndDrop() method. That's it.

Best regards.
