
Subject: Re: drag & drop

Posted by [mobilehunter](#) on Sat, 10 Feb 2007 23:46:18 GMT

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just testing with codes pieces from TCtrlLib directory.
drag qtf file and the richeditor will open it.

```
#include <CtrlLib/CtrlLib.h>
#include <RichEdit/RichEdit.h>
#include <shellapi.h>
using namespace Upp;
```

```
#define LAYOUTFILE "MainLay.lay"
#include <CtrlCore/lay.h>
/*
DragAcceptFiles
DragFinish
DragQueryFile
DragQueryPoint
*/
```

```
class TestDragDrop : public WithMainGUI<TopWindow>
{
public:
    TestDragDrop();
    ~TestDragDrop();
    virtual LRESULT WindowProc(UINT message, WPARAM wParam, LPARAM lParam);

private:
    void showDroppedFiles(HDROP dropInfo);
private:
    RichEdit editor;
    typedef TestDragDrop CLASSNAME;
};
```

```
TestDragDrop::TestDragDrop()
{
    Add(editor.SizePos());
    editor.SetFocus();
    Open();
    HWND hwnd = GetHWND();
    DragAcceptFiles(hwnd,true);
}
```

```
TestDragDrop::~TestDragDrop()
{
}
```

```

void TestDragDrop::showDroppedFiles(HDROP hdrop)
{
    //get how many are dropped
    int count = DragQueryFile((HDROP)hdrop, (DWORD)-1, 0, 0);
    Vector<String> list;
    for(int i = 0; i < count; i++) {
        //get length of files name
        int length = DragQueryFile((HDROP)hdrop, i, 0, 0);
        String s;
        DragQueryFile((HDROP)hdrop, i, s.GetBuffer(length), length + 1);
        s.ReleaseBuffer(length);
        //Taken from UWord codes
        editor.SetQTF(LoadFile(s));
        editor.ClearModify();
    }
    DragFinish((HDROP)hdrop);
}

LRESULT TestDragDrop::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    HWND hwnd = GetHWND();
    switch(message)
    {
        case WM_DROPFILES:
        {
            showDroppedFiles((HDROP)wParam);
            return 0;
        }
        default:
            return TopWindow::WindowProc(message, wParam, lParam);
    }
    return true;
}

GUI_APP_MAIN
{
    TestDragDrop test;

    test.Run();
}

```
