
Subject: Re: drag & drop

Posted by [mirek](#) on Sun, 11 Feb 2007 08:47:30 GMT

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Thanks. Really not that complicated, is it? (What IS complicated is to support all variants, including OLE D&D, in-application D&D, X11 D&D etc....)

BTW, according to "U++ programming paradigm", I do not quite like this part:

mobilehunter wrote on Sat, 10 February 2007 18:46just testing with codes pieces from TCtrlLib directory.

drag qtf file and the richeditor will open it.

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

Opening dialog in constructor is "bad practice" (of course, it works as expected and in experimental code it is OK).

Anyway, notice quite useful methods in Ctrl::

```
virtual void    NcCreate(HWND hwnd);
virtual void    NcDestroy();
virtual void    PreDestroy();
```

Mirek
