
Subject: Drag and Drop in Ctrl

Posted by [mirek](#) on Fri, 20 Apr 2007 20:52:32 GMT

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..working on it... now implemented in Win32, only the basic interfaces in Ctrl so far (may change in future, still in experimenting phase):

```
virtual bool Ctrl::DragAndDrop(Point p, const ClipData& d, bool drop);
```

- target receives when drag happens over it. Returns true if accepted. drop-> perform drop of ClipData.

```
virtual String GetClip(const char *fmt, int kind);
```

- source (for D&D or clipboard) can provide data this way. kind can be CLIP_BOARD, CLIP_DROP or CLIP_SELECTION (getting ready for X11 middle mouse button pastes).

To start the show:

```
enum {  
    DND_CANCELED = 0,  
    DND_COPY = 1,  
    DND_MOVE = 2,  
};
```

```
int DoDragAndDrop(const char *fmts, Ctrl *src, dword actions = DND_MOVE);  
int DoDragAndDrop(const char *fmt, const String& data, dword actions = DND_MOVE);
```

```
template <class T>  
void DoDragAndDrop(const T& data)  
{  
    DoDragAndDrop(typeid(T).name(), StoreAsString(data));  
}
```

```
template <class T>  
bool Has(const ClipData& data)  
{  
    return data.Has(typeid(T).name());  
}
```

```
template <class T>  
bool Get(const ClipData& data)  
{
```

```
return data.Get(typeid(T).name());  
}
```

fmts contains supported formats separated by ';'. As Win32 does not have text names for some basic formats, "text", "unicodetext" and "image" are supported by default.

Mirek
