Subject: Re: D&D and related...
Posted by kretol on Mon, 07 May 2007 13:23:10 GMT

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Yes,but it seems that dragging images and drawing objects (DropSource) in RichEdit is is not implemented yet.
BTW:
win32dnd.cpp

```
void UDropTarget::DnD(POINTL pl, bool drop, DWORD *effect, DWORD keys)
{
(...)
 if(sw.Contains(p))
  p -= sw.TopLeft();
 else
  c = NULL;
```

shouldn't be "c" prevented somehow ?
```
 if(!c)
  return; /* or if(c){*/
```
Anyway, DND in Upp is really great ! Thanks !