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Subject: Stupid X11 Xdnd problem...

Posted by [mirek](#) on Wed, 30 May 2007 11:40:30 GMT

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Situation: Dropping files onto application.

The problem here is that dropping files should accept file no matter on which widget it is dropped.

Anyway, it would be extremely tedious to make any widget a target for file drop.

Therefore, while working on this in Win32, if child does not accept the drag, it goes recursively up via ChildDragAndDrop method, until it is either accepted or top ctrl is reached.

So far so good, this made D&D of files easily implementable, in Windows (see examples/UWord).

However, in X11 this approach fails, because Gnome file manager puts the file list in several formats (besides "text/uri-list" which is the format for file lists), including STRING and STRING\_UTF8 -> these are accepted by all U++ text editors. Means child widget wrongly eats the drop and it never gets to its parent.

I see two possible solution, but at the moment like neither:

- reverse ChildDragAndDrop call order -> it would be called for the top-level Ctrl first and then for childs until DragAndDrop for final widget is called

- handle this situation by supressing all other text formats if text/uri-list is present (but this might reduce the usability of some applications).

Any thoughts?

Mirek

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