
Subject: draganddrop does not work

Posted by [aftershock](#) on Mon, 30 Apr 2018 21:14:04 GMT

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Hi,

I have a class like this

```
class mainwindow : public DockWindow // public
{
virtual void DragAndDrop(Point p, PasteClip& d);
}
```

I have an application with docking.

Testing proved that DragAndDrop is not called...

Should it be called looking at examples?

What is the reason?

What would you do ?

Thanks.

Aftershock

Subject: Re: draganddrop does not work

Posted by [mirek](#) on Tue, 01 May 2018 07:36:30 GMT

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aftershock wrote on Mon, 30 April 2018 23:14Hi,

I have a class like this

```
class mainwindow : public DockWindow // public
{
virtual void DragAndDrop(Point p, PasteClip& d);
}
```

I have an application with docking.

Testing proved that DragAndDrop is not called...

Should it be called looking at examples?

What is the reason?

What would you do ?

Thanks.

Aftershock

Works for me

```

#include <CtrlLib/CtrlLib.h>
#include <Docking/Docking.h>

using namespace Upp;

struct MyApp : DockWindow {
    virtual void DragAndDrop(Point p, PasteClip& d) {
        if(AcceptFiles(d))
            PromptOK(Join(GetFiles(d), "&"));
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}

```

Providing testcase and more info (like what is HostOS / compiler) would help....

Subject: Re: draganddrop does not work
 Posted by [aftershock](#) on Tue, 01 May 2018 16:52:17 GMT
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Compiler MSC12x64
 I also have some docked... that could make a difference?
 WithmanualtradeLayout <DockableCtrl> manual_trade;

```

DockableCtrl & manual_trade_dk = Register ( manual_trade.Title ( t_ ( "Manual trade" ) ) );

DockLeft ( manual_trade_dk );

```

Subject: Re: draganddrop does not work
 Posted by [mirek](#) on Wed, 02 May 2018 06:02:45 GMT
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aftershock wrote on Tue, 01 May 2018 18:52 Compiler MSC12x64

Really? Current U++ does not compile with that.

Quote:
 I also have some docked... that could make a difference?

```
WithmanualtradeLayout <DockableCtrl> manual_trade;
```

```
DockableCtrl & manual_trade_dk = Register ( manual_trade.Title ( t_ ( "Manual trade" ) ) );
```

```
DockLeft ( manual_trade_dk );
```

Give me a minimal testcase and I can check. It is really impossible to comment on such little info.

Subject: Re: draganddrop does not work

Posted by [aftershock](#) on Mon, 07 May 2018 11:21:55 GMT

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I uploaded an example..

If you drag files where the panel is , it does not work.

File Attachments

1) [tradetester_drag_bug.zip](#), downloaded 213 times

Subject: Re: draganddrop does not work

Posted by [Oblivion](#) on Mon, 07 May 2018 11:57:26 GMT

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Hello aftershock,

Your code doesn't work because you need to override the dnd virtual function of the DockableCtrl, not of the DockWindow.

Here is a solution:

main.cpp:

```
#include <Docking/Docking.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <tradetester_drag_bug/tradetester.lay>
```

```
#include <CtrlCore/lay.h>
```

```

class maintradetesterwindow : public DockWindow // public Withtablayout<TopWindow>oin
{
public:
maintradetesterwindow();
void DragAndDrop(Point p, PasteClip& d);
class ManualTradeDock : public WithmanualtradeLayout <DockableCtrl> { // <---
virtual void DragAndDrop(Point p, PasteClip& d)
{
if(IsDragAndDropSource())
return;
if(AcceptFiles(d)) {
Vector<String> files2 = GetFiles(d);
DUMP(files2);
}
}
};
ManualTradeDock manual_trade;
};

```

```

maintradetesterwindow::maintradetesterwindow()
{

Sizeable();
CtrlLayout ( manual_trade );
DockableCtrl & manual_trade_dk = Register ( manual_trade.Title ( t_ ( "Manual trade" ) ) );

DockLeft ( manual_trade_dk );
}

```

```

void maintradetesterwindow::DragAndDrop(Point p, PasteClip& d)
{
// if(IsDragAndDropSource())
// return;
// if(AcceptFiles(d)) {
// Vector<String> files2 = GetFiles(d);
/// DUMP(files2);
// }
}

```

```

GUI_APP_MAIN
{

```

```
// ::SColorFace_Write(Black());  
// ::SColorText_Write(Yellow());
```

```
    maintradetesterwindow().Run();  
}
```

It should work now. :)

Best regards,
Oblivion

Subject: Re: draganddrop does not work
Posted by [aftershock](#) on Mon, 07 May 2018 12:25:51 GMT
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Yes, it worked.
Oblivion , your name shall not be forgotten.

Should not it work on the top of the hierarchy as well?

Subject: Re: draganddrop does not work
Posted by [Oblivion](#) on Mon, 07 May 2018 13:00:23 GMT
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Quote:Should not it work on the top of the hierarchy as well?

Well, DockWindow is based on TopWindow, and DockableCtrl is based on ParentCtrl. And both of these base classes are based on Ctrl.
Ctrl::DragAndDrop() virtual method has an empty default implementation. And it is not overridden in Topwindow or ParentCtrl, which makes sense TBH.

Of course you can redirect the dnd message to the member ctrls in a number of ways.
For example:

```
class maintradetesterwindow : public DockWindow // public Withtablayout<TopWindow>  
{  
    public:  
    maintradetesterwindow();  
    void DragAndDrop(Point p, PasteClip& d);
```

```

class ManualTradeDock : public WithmanualtradeLayout <DockableCtrl> {
public:
virtual void DragAndDrop(Point p, PasteClip& d)
{
if(IsDragAndDropSource())
return;
if(AcceptFiles(d)) {
Vector<String> files2 = GetFiles(d);
DUMP(files2);
}
}
};
ManualTradeDock manual_trade;
};

```

```

maintradetesterwindow::maintradetesterwindow()
{

Sizeable();
CtrlLayout ( manual_trade );
DockableCtrl & manual_trade_dk = Register ( manual_trade.Title ( t_ ( "Manual trade" ) ) );

DockLeft ( manual_trade_dk );
}

void maintradetesterwindow::DragAndDrop(Point p, PasteClip& d)
{
manual_trade.DragAndDrop(p, d); // <---
}

```

But you shouldn't need this for other ctrls, as they already have their specialized DND methods implemented (e.g. the ArrayCtrl you use).

Best regards,
Oblivion

Subject: Re: draganddrop does not work
Posted by [aftershock](#) on Mon, 07 May 2018 15:06:23 GMT
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Though there is one problem

```

void maintradetesterwindow::WithdataLayoutEx::DragAndDrop(Point p, PasteClip& d)
{
    if(IsDragAndDropSource())
        return;
    Ctrl* c = GetDragAndDropTarget();
    DUMP(c);
    if (c!=nullptr)
    if (c==&m->datasource_info.analyse)
    {
        if(AcceptFiles(d)) {
            Vector<String> files2 = GetFiles(d);
            m->analyse_a_file(files2[0]);
        }
    }
}

```

c is always null... I thought I could use to know where files are dropped.

Subject: Re: draganddrop does not work
 Posted by [Oblivion](#) on Mon, 07 May 2018 15:55:22 GMT
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Quote:Though there is one problem

```

void maintradetesterwindow::WithdataLayoutEx::DragAndDrop(Point p, PasteClip& d)
{
    if(IsDragAndDropSource())
        return;
    Ctrl* c = GetDragAndDropTarget();
    DUMP(c);
    if (c!=nullptr)
    if (c==&m->datasource_info.analyse)
    {
        if(AcceptFiles(d)) {
            Vector<String> files2 = GetFiles(d);
            m->analyse_a_file(files2[0]);
        }
    }
}

```

In general you don't need to manually handle them.
 And frankly, I never needed to use GetDragAndDropTarget().
 If you need to handle them manually either process the clip according to its data type, or override the given ctrl's DragAndDrop() method. That's it.

Best regards.
