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Subject: Clipboard and DnD issues on Linux Mint  
Posted by [Tom1](#) on Thu, 18 Oct 2018 11:37:49 GMT  
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Hi,

I do not seem to be able to drop/paste files dragged/copied from an U++ application to the desktop on Linux Mint 19 Cinnamon 64-bit. The other way around, i.e. from Cinnamon desktop to the U++ application, it works fine.

For copy, the desktop context menu does not allow Paste.

For dropping the files, it complains with the following dialog contents:

```
"Error while copying.  
There was an error getting information about ".".
```

```
Show more details  
Operation not supported
```

```
[Cancel] [Skip All] [Skip] [Retry]
```

I have tested with this modified version of reference/Dropfiles:  
`#include <CtrlLib/CtrlLib.h>`

```
using namespace Upp;
```

```
struct DndTest : public TopWindow {  
    virtual void Paint(Draw &w);  
    virtual void DragAndDrop(Point p, PasteClip& d);  
    virtual bool Key(dword key, int count);  
    virtual void LeftDrag(Point p, dword keyflags);
```

```
    Vector<String> files;
```

```
    DndTest();  
};
```

```
void DndTest::Paint(Draw &w)  
{  
    w.DrawRect(GetSize(), SColorPaper());  
    if(files.GetCount())  
        for(int i = 0; i < files.GetCount(); i++)  
            w.DrawText(2, 2 + i * Draw::GetStdFontCy(), files[i]);  
    else  
        w.DrawText(2, 2, "None");
```

```

}

void DndTest::DragAndDrop(Point p, PasteClip& d)
{
    if(IsDragAndDropSource())
        return;
    if(AcceptFiles(d)) {
        files = GetFiles(d);
        Refresh();
    }
}

```

```

bool DndTest::Key(dword key, int count)
{
    if(key == K_CTRL_V) {
        files = GetFiles(Ctrl::Clipboard());
        Refresh();
        return true;
    }
    else if(key == K_CTRL_C) {
        ClearClipboard();
        VectorMap<String, ClipData> data;
        AppendFiles(data, files);
        AppendClipboard(data);
        Refresh();
        return true;
    }
    return false;
}

```

```

void DndTest::LeftDrag(Point p, dword keyflags)
{
    if(files.GetCount()) {
        VectorMap<String, ClipData> data;
        AppendFiles(data, files);
        DoDragAndDrop(data, Null, DND_COPY);
    }
}

```

```

DndTest::DndTest()
{
    Title("I need files!");
}

```

```

GUI_APP_MAIN
{
    DndTest().Run();
}

```

Note that on Windows this all works well. (CTRL+C, CTRL+V and DnD in both directions.)

Best regards,

Tom

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