Subject: Drag & Drop Example?
Posted by WebChaot on Mon, 20 Nov 2006 09:06:53 GMT
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Hi all!

I'm new in Ultimate++ - but I'm learning new things every day.

Currently I would need drag & drop support to move objects on screen. As I read, this is not implemented yet. But there must be a solution, because the layout editor does support drag & drop and the resize marks. Maybe someone can point me to a part of code, where I can find this part.

Thanks and regards,

WebChaot

Subject: Re: Drag & Drop Example?
Posted by mirek on Mon, 20 Nov 2006 19:47:48 GMT
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Sure!

ide/LayDes/laydes.cpp

lines 275+ (it is quite spread around a file).

Just to clarify what is and what is not d&d: This is not considered drag&drop.

What  is more like moving typed data from one widget to another (which can be done now, is not that hard, but there is no common standard), or even between applications (nobody done that in U++ yet AFAIK

Mirek