Subject: drag & drop
Posted by hojtsy on Mon, 23 Jan 2006 19:58:05 GMT
View Forum Message <> Reply to Message

Is it possible to accept files/links/text drag & dropped from an other application? It seems that I can not even drag&drop text from one text input into an other one inside the same app. If these are not yet possible, could we add them to the wishlist?
Thanks

Subject: Re: drag & drop
Posted by mirek on Mon, 23 Jan 2006 20:06:35 GMT
View Forum Message <> Reply to Message

Well, this is one of things that is still missing in U++. Means you can implement drag&drop in U++, including dropping files from other apps etc... but there is no direct support for doing so.

It is already on ToDo list.

Partial problem here is that solution should involve both X11 and OLE mechanisms, or at least be flexible enough to allow them later.

Subject: Re: drag & drop
Posted by mobilehunter on Sat, 10 Feb 2007 23:46:18 GMT
View Forum Message <> Reply to Message

just testing with codes pieces from TCtrllib directrory.
drag qtf file and the richeditor will open it.

```
#include <CtrlLib/CtrlLib.h>
#include <RichEdit/RichEdit.h>
#include <shellapi.h>
using namespace Upp;

#define LAYOUTFILE "MainLay.lay"
#include <CtrlCore/lay.h>
/*
DragAcceptFiles
DragFinish
DragQueryFile
DragQueryPoint
*/

class TestDragDrop : public WithMainGUI<TopWindow>
{
 public:
```

```
  TestDragDrop();
  ~TestDragDrop();
  virtual LRESULT WindowProc(UINT message, WPARAM wParam, LPARAM lParam);

 private:
  void showDroppedFiles(HDROP dropInfo);
 private:
  RichEdit editor;
  typedef TestDragDrop CLASSNAME;
};

TestDragDrop::TestDragDrop()
{
 Add(editor.SizePos());
 editor.SetFocus();
 Open();
 HWND hwnd = GetHWND();
 DragAcceptFiles(hwnd,true);
}

TestDragDrop::~TestDragDrop()
{
}

void TestDragDrop::showDroppedFiles(HDROP hdrop)
{
 //get how many are dropped
 int count = DragQueryFile((HDROP)hdrop, (DWORD)-1, 0, 0);
 Vector<String> list;
 for(int i = 0; i < count; i++) {
  //get length of files name
  int length = DragQueryFile((HDROP)hdrop, i, 0, 0);
  String s;
  DragQueryFile((HDROP)hdrop, i, s.GetBuffer(length), length + 1);
  s.ReleaseBuffer(length);
  //Taken from UWord codes
  editor.SetQTF(LoadFile(s));
  editor.ClearModify();
 }
 DragFinish((HDROP)hdrop);
}

LRESULT TestDragDrop::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
 HWND hwnd = GetHWND();
 switch(message)
 {
  case WM_DROPFILES:
```

```
  {
   showDroppedFiles((HDROP)wParam);
   return 0;
  }
  default:
   return TopWindow::WindowProc(message, wParam, lParam);
 }
 return true;
}

GUI_APP_MAIN
{
 TestDragDrop test;

 test.Run();
}
```

Subject: Re: drag & drop
Posted by mirek on Sun, 11 Feb 2007 08:47:30 GMT
View Forum Message <> Reply to Message

Thanks. Really not that complicated, is it? (What IS complicated is to support all variants, including OLE D&D, in-application D&D, X11 D&D etc....)

BTW, according to "U++ programming paradigm", I do not quite like this part:

mobilehunter wrote on Sat, 10 February 2007 18:46just testing with codes pieces from TCtrllib directrory.
drag qtf file and the richeditor will open it.

```
TestDragDrop::TestDragDrop()
{
 Add(editor.SizePos());
 editor.SetFocus();
 Open();
 HWND hwnd = GetHWND();
 DragAcceptFiles(hwnd,true);
}
```

Opening dialog in constructor is "bad practice" (of course, it works as expected and in experimental code it is OK).

Anyway, notice quite useful methods in Ctrl::

```
virtual void    NcCreate(HWND hwnd);
virtual void    NcDestroy();
virtual void    PreDestroy();
```

Mirek

Subject: Re: drag & drop
Posted by mobilehunter on Mon, 12 Feb 2007 06:12:09 GMT
View Forum Message <> Reply to Message

I removed the Open and the rest from constructor.
And add this codes.
So i have to put codes that need immediate access to hwnd inside NcCreate, right?

```
void TestDragDrop::NcCreate(HWND hwnd)
{
 Ctrl::NcCreate(hwnd);
 DragAcceptFiles(hwnd,true);
}
```

Thanks for the correction.
