Subject: RichEdit and Drag&Drop
Posted by mirek on Wed, 25 Apr 2007 20:19:14 GMT
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I am happy to announce that RichEdit now provides nice drag&drop...

It was the first widget I have "fixed", so in fact this also marks the relative maturity of D&D system in U++.

In fact, as there is no docs yet, I suggest anybody interested to examine RichEdit/Clip.cpp, where the D&D for RichEdit is implemented (190 lines to make RichEdit drag&drop with Word, not bad

Mirek