Subject: D&D and related...
Posted by mirek on Wed, 02 May 2007 21:01:29 GMT
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All edit controls (EditField, DocEdit, LineEdit, RichEdit) now has solid drag and drop support. Also, triple-click support was added (selects line resp. paragraph).

Small change to SetFocus - if window is not front, SetFocus (to any child) will make it so.

ArrayCtrl now also supports Drag and Drop (and in fact, I am very happy about the interface). reference/ArrayCtrlDnD is the preliminary reference example. In the process I have also fixed multiselect in ArrayCtrl.

Subject: Re: D&D and related...
Posted by kretol on Thu, 03 May 2007 22:59:30 GMT
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Drag&Drop in RichEdit is awesome!(with drag image showing the dragged text).
Any chance to have it support images and drawing objects?
Wiktor
I haven't tried d&d in other controls yet.

Subject: Re: D&D and related...
Posted by mirek on Fri, 04 May 2007 08:30:46 GMT
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kretol wrote on Thu, 03 May 2007 18:59Drag&Drop in RichEdit is awesome!(with drag image showing the dragged text).
Any chance to have it support images and drawing objects?
Wiktor
I haven't tried d&d in other controls yet.

Actually, what you supply to "DoDragAndDrop" is an Image. You can paint whatever you want into it (In ArrayCtrl, there is utility method that returns Image of current selection, looks quite good too).

Mirek

Subject: Re: D&D and related...
Posted by unodgs on Fri, 04 May 2007 08:53:32 GMT
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One thing is still missing in current DND. Right click should cancel drag operation (like ESC now).

Subject: Re: D&D and related...
Posted by mirek on Fri, 04 May 2007 09:28:25 GMT
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Actually, this is controlled by Windows, not me....

It looks like shell has some hack to allow that, but try e.g. to drag from Word - there it does not work...

Mirek

Subject: Re: D&D and related...
Posted by fallingdutch on Sat, 05 May 2007 06:53:24 GMT
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what about the linux cool middle button?

select a text, go to another app press the middle button and it will be inserted.

Bas

Subject: Re: D&D and related...
Posted by kretol on Mon, 07 May 2007 13:23:10 GMT
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Yes,but it seems that dragging images and drawing objects (DropSource) in RichEdit is is not implemented yet.
BTW:
win32dnd.cpp

```
void UDropTarget::DnD(POINTL pl, bool drop, DWORD *effect, DWORD keys)
{
(...)
 if(sw.Contains(p))
  p -= sw.TopLeft();
 else
  c = NULL;
```

shouldn't be "c" prevented somehow ?

```
 if(!c)
  return; /* or if(c){*/
```

Anyway, DND in Upp is really great ! Thanks !

Subject: Re: D&D and related...
Posted by mr_ped on Mon, 07 May 2007 16:24:47 GMT
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So will it be possible to open files in UPP by dragging them from explorer.exe / konqueror into UPP TheIDE window?

I'm quite missing this one when I want to edit some file outside of project directory, and I must use Ctrl+O and change directories inside TheIDE (while I have the file in list in explorer/konqueror already).

Subject: Re: D&D and related...
Posted by mirek on Tue, 08 May 2007 17:05:22 GMT
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mr_ped wrote on Mon, 07 May 2007 12:24So will it be possible to open files in UPP by dragging them from explorer.exe / konqueror into UPP TheIDE window?

I'm quite missing this one when I want to edit some file outside of project directory, and I must use Ctrl+O and change directories inside TheIDE (while I have the file in list in explorer/konqueror already).

Quite soon IMO, it should be trivial now. OTOH, what was community "trigger" request is D&D support in TreeCtrl, which was not trivial at all (Still working on it, but it comes to the reasonable end today....).

Mirek