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**Subject:** ColumnList DnD

**Posted by** [mirek](#) **on Fri, 11 May 2007 14:13:08 GMT**

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ColumnList now supports DnD which makes CtrlLib support for drag and drop complete.

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**Subject:** Re: ColumnList DnD

**Posted by** [unodgs](#) **on Fri, 11 May 2007 17:37:59 GMT**

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Try to change column width

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**Subject:** Re: ColumnList DnD

**Posted by** [unodgs](#) **on Fri, 11 May 2007 18:12:50 GMT**

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In TreeCtrlDnd there is also a critical bug. If you select all rows in the left panel and drag them to the right side, and then you will try to drag them back application will crash.

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**Subject:** Re: ColumnList DnD

**Posted by** [mirek](#) **on Fri, 11 May 2007 18:22:12 GMT**

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oops, thanks, going to check/fix now...

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**Subject:** Re: ColumnList DnD

**Posted by** [mirek](#) **on Fri, 11 May 2007 18:33:26 GMT**

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unodgs wrote on Fri, 11 May 2007 13:37Try to change column width

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Fixed...

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**Subject:** Re: ColumnList DnD

**Posted by** [mirek](#) **on Fri, 11 May 2007 20:16:37 GMT**

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unodgs wrote on Fri, 11 May 2007 14:12In TreeCtrlDnd there is also a critical bug. If you select all

rows in the left panel and drag them to the right side, and then you will try to drag them back application will crash.

Fixed as well.

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Subject: Re: ColumnList DnD

Posted by [unodgs](#) on Fri, 11 May 2007 21:00:25 GMT

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luzr wrote on Fri, 11 May 2007 14:33unodgs wrote on Fri, 11 May 2007 13:37Try to change column width

Fixed...

Indeed it's better! but I found another crash. However it's harder to repeat. What I do is:

1 Set column width to minimum

2 Choose one item and start dragging it over the window back and forth, up and down until the crash.

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Subject: Re: ColumnList DnD

Posted by [unodgs](#) on Fri, 11 May 2007 21:06:07 GMT

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Crash is here

```
void Ctrl::WndFree()
{
    if(!top) return;
    RevokeDragDrop(GetHWND());
    ReleaseUDropTarget(top->dndtgt);
    isopen = false;
    HWND owner = GetWindow(top->hwnd, GW_OWNER); // CXL 31.10.2003 z DoRemove
    bool focus = ::GetFocus() == top->hwnd;
    LLOG("Ctrl::WndDestroy owner " << (void *)owner
        << " focus " << focus
        << " ::GetFocus() " << (void *)::GetFocus());
    if(owner && focus) // CXL 7.11.2003 presun - melo by to fungovat take a neblifikat...
        ::SetFocus(owner);
    LLOG(EndIndent << "//Ctrl::WndFree() in " << UPP::Name(this));
    delete top;
    top = NULL;
}
```

in line

HWND owner = GetWindow(top->hwnd, GW\_OWNER); // CXL 31.10.2003 z DoRemove

I found better way to repeat the crash.

1. chagne column width until value 382 is in last column (see attached picture)
2. Start dragging value 382 to the left.

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#### File Attachments

1) [column.png](#), downloaded 329 times

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**Subject: Re: ColumnList DnD**

Posted by [mirek](#) on Fri, 11 May 2007 21:52:36 GMT

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Thank you Daniel, this is really good betatesting

Fixed.

Keep playing with it

Mirek

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