Subject: Drag and Drop interface slightly refactored...
Posted by mirek on Wed, 06 Jun 2007 06:37:24 GMT

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After initial experience:

There is no more ChildDragAndDrop virtual method.

Instead, logic now is to go from TopWindow down (the chain of Ctrls that contain the mouse) and calling DragAndDrop (or new FrameDragAndDrop if mouse points to the frame area) until PasteClip is accepted.

Also, DragEnter is now called *after* DragAndDrop is accepted, which is perhaps a little bit strange, but necessary (because until it is accepted, it is not known which Ctrl "owns" the drag).