
Subject: Opening window during Drag-Drop crashes app.

Posted by [mrjt](#) on Wed, 04 Jul 2007 13:43:47 GMT

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I think this is due to the refactoring of the DnD mentioned here as this definitely not happen with 705-dev3. The reversing of the calling order seems to trigger some sort of infinite recursion/loop that only ends when Windows runs out of resources and CreateWindow fails.

It is very easy reproduce, just add a PromptOK to the ColumnListDnD example like so:

```
void DropSum(int ii, PasteClip& d) {
    if(AcceptInternal<ColumnList>(d, "mydrag")) {
        const ColumnList& src = GetInternal<ColumnList>(d);
        int sum = 0;
        for(int i = 0; i < src.GetCount(); i++)
            if(src.IsSel(i))
                sum += atoi(~String(src[i]));
        list.Set(ii, AsString(sum));
        d.SetAction(DND_COPY);
        list.SetCursor(ii);
        PromptOK("Sum");
    }
}
```

This breaks a major application where I frequently use Prompts to get confirmation for Drag-Drops before completion (as they initiate a database update). So I would be grateful for a fix (Its a bit beyond me).

Cheers,
James

Subject: Re: Opening window during Drag-Drop crashes app.

Posted by [mirek](#) on Thu, 05 Jul 2007 05:57:49 GMT

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Fixed. However, one problem remains - the arrow cursor keeps its D&D image override. Hopefully I will look into this later today....

Subject: Re: Opening window during Drag-Drop crashes app.

Posted by [mrjt](#) on Thu, 05 Jul 2007 09:25:55 GMT

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Can't I just use

```
Ctrl::OverrideCursor(Image());
```

Thanks for the quick fix.
James

Subject: Re: Opening window during Drag-Drop crashes app.
Posted by [mirek](#) on Thu, 05 Jul 2007 16:21:18 GMT
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mrjt wrote on Thu, 05 July 2007 05:25Can't I just use

```
Ctrl::OverrideCursor(Image());
```

Most likely yes, but it should work without such troubles...

Mirek

Subject: Re: Opening window during Drag-Drop crashes app.
Posted by [mirek](#) on Thu, 05 Jul 2007 18:09:37 GMT
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mrjt wrote on Thu, 05 July 2007 05:25Can't I just use

```
Ctrl::OverrideCursor(Image());
```

Thanks for the quick fix.
James

OK, now fixed this too.

In fact, the fix was placing above into "Drop" handler

Mirek
