
Subject: Moving objects on a layout and chessboard
Posted by [forlano](#) on Sun, 16 Dec 2007 18:12:21 GMT
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Hello,

I would like to realize a program (open source) that shows a chessboard with its pieces. Of course I need to click (select) and drag them on the chessboard.
At the moment I'm a bit confused how to do it. Designer after all works with the same principle of the chessboard. Instead of pieces we have several ctrls. So the task should be rather easy... knowing what to do.

The question is, which is the Upp class that permits in designer to drop some object and its movement? Perhaps I'm looking in the wrong direction, in this case any suggestion is highly appreciated.

Thank you,
Luigi

Subject: Re: Moving objects on a layout and chessboard
Posted by [mirek](#) on Sun, 16 Dec 2007 21:29:47 GMT
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Usually, I do this using SetCapture and MouseMove.

IMO, check HeaderCtrl (current), which is now able to move columns.

Mirek
