
Subject: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 03 May 2009 17:45:29 GMT
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TheIDE has nice behaviour to copy text: select text, pressing Ctrl, drag'n'drop text to destination, and it is copied.
But since one of the latest builds this feature is broken: text is no more moved (to be copied) while pressing Ctrl first. To copy, one should select text, then start dragging, then press Ctrl, then drop text,- a process is much less intuitive. Please bring default copying behaviour back.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 03 May 2009 20:49:58 GMT
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OS?

Svn Head works in Win32.

1071 works in PCBSD (no time to check head).

Svn Head works in Ubuntu...

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 03 May 2009 21:13:24 GMT
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WinXP SP2

Subject: Re: Please bring back drag'n'drop copy
Posted by [koldo](#) on Sun, 03 May 2009 21:55:22 GMT
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Hello Mindtraveller

I have WinXP SP3 and it seems to work:

Select-Drag-Drop: moves
Select-Drag-Drop (with Ctrl in any time): copies

Best regards
Koldo

P.D.: I did not know about that option before your post!

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Mon, 04 May 2009 06:24:58 GMT
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Strange. I've just checked again with Ctrl pressing BEFORE dragging - and it didn't work!

P.S. It looks like TheIDE has vast sea of comfortable features less documented. For example, I've just discovered Shift+Tab - a wonderful thing to align blocks! As always U++ along with TheIDE is full of surprises

Subject: Re: Please bring back drag'n'drop copy
Posted by [koldo](#) on Mon, 04 May 2009 07:38:04 GMT
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Hello Mindtraveller

Double click so all the line is highlighted and select again to drag and drop.

Does it work?

Best regards
Koldo

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Mon, 04 May 2009 07:57:58 GMT
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Double clicking the line with text doesn't make this line selected (which TheIDE build are you using?) - for me it works only for empty line.

My config is: TheIDE 902r186, Windows XP Professional SP2.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Mon, 04 May 2009 08:03:01 GMT
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Mindtraveller wrote on Mon, 04 May 2009 02:24 Strange. I've just checked again with Ctrl pressing BEFORE dragging - and it didn't work!

Strange. Maybe the file is somehow specific?

Quote:

P.S. It looks like TheIDE has vast sea of comfortable features less documented. For example, I've just discovered Shift+Tab - a wonderful thing to align blocks! As always U++ along with TheIDE is full of surprises

Actually, this one is documented...

[http://www.ultimatepp.org/app\\$ide\\$Keys\\$en-us.html](http://www.ultimatepp.org/appideKeys$en-us.html)

Anyway, I guess there is time to write some "tips" document of TheIDE.

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Mon, 04 May 2009 08:05:09 GMT
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Mindtraveller wrote on Mon, 04 May 2009 03:57 Double clicking the line with text doesn't make this line selected (which TheIDE build are you using?) - for me it works only for empty line.

Tripple-clicking does.

Quote:

My config is: TheIDE 902r186, Windows XP Professional SP2.

Well, "902r186" is no longer relevant - we are not updating "version.h" in svn at the moment (but it is something to consider).

If you are building from svn, please use svn revision number as reference.

Releases replace version.h with this svn rev number.

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Tue, 05 May 2009 07:35:34 GMT
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luzr wrote on Mon, 04 May 2009 12:05 Well, "902r186" is no longer relevant - we are not updating "version.h" in svn at the moment (but it is something to consider).

If you are building from svn, please use svn revision number as reference. Then it would be good to write SVN version number in About dialog (instead of deprecated `***r***`) to avoid any confusion in future.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sat, 09 May 2009 15:28:11 GMT
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Mindtraveller wrote on Tue, 05 May 2009 03:35luzr wrote on Mon, 04 May 2009 12:05Well, "902r186" is no longer relevant - we are not updating "version.h" in svn at the moment (but it is something to consider).

If you are building from svn, please use svn revision number as reference. Then it would be good to write SVN version number in About dialog (instead of deprecated `***r***`) to avoid any confusion in future.

I guess you are right.

I hoped for some automated solution.... Any suggestions?

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [kodos](#) on Sat, 09 May 2009 18:34:59 GMT
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Not a solution, but I hope a link with the right informations
<http://subversion.tigris.org/faq.html#version-value-in-source>

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sat, 09 May 2009 20:40:45 GMT
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Solution could be straightforward: SVN server could generate some file (like version.h with single line like "define UPP_REVISION 1153") which could be included into U++ and used.
This link proposes simple solution, but I don't know if it can be applied to server:
<http://blog.taragana.com/index.php/archive/how-to-add-revision-number-id-automatically-to-subversion-files-in-two-simple-steps/>

Subject: Re: Please bring back drag'n'drop copy

Posted by [mirek](#) on Sun, 10 May 2009 09:38:04 GMT

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Mindtraveller wrote on Sat, 09 May 2009 16:40Solution could be straightforward: SVN server could generate some file (like version.h with single line like "define UPP_REVISION 1153") which could be included into U++ and used.

This link proposes simple solution, but I don't know if it can be applied to server:

<http://blog.taragana.com/index.php/archive/how-to-add-revision-number-id-automatically-to-subversion-files-in-two-simple-steps/>

Sure, this what we use for releases.

Anyway, with svn itself the situation is a little bit more complex. I could do what you propose, BUT it would mean that each commit to svn would generate another revision just for the sake of fixing version.h (to commit changed version.h).

Another option is to add svnversion support to theide compile process.

I have to say neither option looks good enough for me now. Besides, is it so much hard to run svnversion on your trunk copy before posting a message here?

(In any case, you should always check with svn head to find out whether the bug was not fixed meanwhile).

Anyway, back to the topic. Does DnD work for you now or not?

Mirek

Subject: Re: Please bring back drag'n'drop copy

Posted by [Mindtraveller](#) on Sun, 10 May 2009 10:48:16 GMT

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No, it doesn't.

Subject: Re: Please bring back drag'n'drop copy

Posted by [mirek](#) on Sun, 10 May 2009 11:16:25 GMT

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OK. May I ask for some tests?

- DnD in some non-U++ app first, e.g. wordpad
- DnD in U++ editfields (E.g. in find dialog)
- DnD from theide to wordpad

- DnD from wordpad to theide

(For me, all of above works just fine..)

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 11:18:41 GMT
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Ehm, now carefully rereading the first post, I see that maybe the problem is when you (can) press "Ctrl", is that correct?

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 10 May 2009 12:04:13 GMT
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Thank you for rereading initial post. I'll detail what I mean.

Simple "moving" text works fine in any test case. The problem is specifically with cloning text. How do I used to clone text, by steps:

1. Select text
2. Hold Ctrl
3. Drag selected text (click + move)
4. Release Ctrl
5. Release left mouse button

The problem appeared in step (3), where in previous versions it was semi-transparent text with "+" sign at mouse cursor. Recently, at this step neither transparent text nor "+" is displayed. But the mouse cursor itself is changed as if I was dragging text (it is almost the same, but U++ DnD cursor has slightly more opaque shadow than native Windows` one).

Talking about the latest SVN version, after careful tests, I found following:

- a) Cloning words/phrases became OK in all situations. The problem is with cloning with all the line selected (or a number of lines selected).
- b) When I clone the line (after triple click or Shift+Down or mouse select - no difference), sometimes now it is cloned OK (previous version didn't clone all the time). But sometimes (with about 50% probability) it fails to work the way I described above. And now failure is accompanied by interesting effect: at stage (4), when I release Ctrl, semitransparent text and "+" sign is appeared but disappeared after small period or after I move mouse button.

So, your tests:

1. OK

2. OK (!)
3. "sometimes fails" which is described above.
4. OK

I've uploaded video with DnD problem. Please notice two things in video:

- 1) each time I drag text, I press Ctrl first
 - 2) Correct DnD mouse cursor is displayed highly minimized (a capture program bug).
- <http://www.youtube.com/watch?v=8wE27NHHa30>

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 15:41:50 GMT
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Mindtraveller wrote on Sun, 10 May 2009 08:04 Thank you for rereading initial post. I'll detail what I mean.

Simple "moving" text works fine in any test case. The problem is specifically with cloning text. How do I used to clone text, by steps:

1. Select text
2. Hold Ctrl
3. Drag selected text (click + move)
4. Release Ctrl
5. Release left mouse button

Well, if you do this in this sequence, releasing Ctrl before left mouse button, it would not (and should not) work in any "conforming" Win32 app: operation is finished by releasing mouse button and actual Ctrl status at this point is what is relevant.

Quote:

The problem appeared in step (3), where in previous versions it was semi-transparent text with "+" sign at mouse cursor. Recently, at this step neither transparent text nor "+" is displayed. But the mouse cursor itself is changed as if I was dragging text (it is almost the same, but U++ DnD cursor has slightly more opaque shadow than native Windows' one).

Is it possible that something has changed in your Win32 setup?

This almost sounds like visual glitch, like that mouse cursor is not correctly defined or composed or something...

Quote:

Talking about the latest SVN version, after careful tests, I found following:

- a) Cloning words/phrases became OK in all situations. The problem is with cloning with all the line selected (or a number of lines selected).
- b) When I clone the line (after triple click or Shift+Down or mouse select - no difference),

sometimes now it is cloned OK (previous version didn't clone all the time). But sometimes (with about 50% probability) it fails to work the way I described above. And now failure is accompanied by interesting effect: at stage (4), when I release Ctrl, semitransparent text and "+" sign is appeared but disappeared after small period or after I move mouse button.

Correctly as with correct mouse shape?

Quote:

1) each time I drag text, I press Ctrl first

Well, as I explained above, [+] there is only visual guide. It should change on pressing/releasing Ctrl. Operation is defined n mouse release.

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 15:44:29 GMT
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Mindtraveller wrote on Sun, 10 May 2009 08:04
2) Correct DnD mouse cursor is displayed highly minimized (a capture program bug).
<http://www.youtube.com/watch?v=8wE27NHHa30>

Hm, there is obvious visual artifact there instead of correct cursor image!

What is your visual setup? (Videocard etc...)

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 10 May 2009 15:48:07 GMT
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Mirek, there are no visual artifacts, this is a capture program bug. It minimizes complex cursor and it looks bad on video, but on screen it is displayed correctly.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 16:23:32 GMT
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Mindtraveller wrote on Sun, 10 May 2009 11:48Mirek, there are no visual artifacts, this is a

capture program bug. It minimizes complex cursor and it looks bad on video, but on screen it is displayed correctly.

So what is that garbage instead of text moved?

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 10 May 2009 16:26:24 GMT
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luzr wrote on Sun, 10 May 2009 19:41:11. Well, if you do this in this sequence, releasing Ctrl before left mouse button, it would not (and should not) work in any "conforming" Win32 app: operation is finished by releasing mouse button and actual Ctrl status at this point is what is relevant. Actually I tried both ways (release Ctrl -> release mouse, release mouse -> release Ctrl) and the result was the same. Actually problems begin before this: as I've written above, pushing Ctrl then dragging text, doesn't always lead to start of cloning process (you could see this on video).

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 16:33:12 GMT
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Well, first of all, I am missing correct visual feedback. That makes it a bit confusing

Therefore I wanted to resolve that first, if only to see when you press Ctrl (then I should see [+]). There is no sign of [+] never, so I suspect something is wrong with Icon....

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 10 May 2009 17:04:38 GMT
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<http://www.youtube.com/watch?v=nY82enBpAnA>
each time I press Ctrl before start dragging. And releasing Ctrl sometimes after / sometimes before mouse button released - to test both cases.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 17:31:43 GMT
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OK, I almost apologize to ask...

If you press Ctrl after you start the drag, everything is OK?

If you press Ctrl before you start the drag, the result is move or copy or nothing?

If you do not press Ctrl, move is performed?

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 10 May 2009 19:21:08 GMT
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1. Yes.
 2. Yes (it looks like the result is somehow connected with lag, because sometimes it passes lag before anything changed - you`ve seen that on video).
 3. Yes.
-

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Sun, 10 May 2009 20:50:28 GMT
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- Mindtraveller wrote on Sun, 10 May 2009 15:211. Yes.
2. Yes (it looks like the result is somehow connected with lag, because sometimes it passes lag before anything changed - you`ve seen that on video).
 3. Yes.

Does repley 2. mean that the result is random ?

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Sun, 10 May 2009 21:21:16 GMT
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Definitely, yes.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Mon, 11 May 2009 09:59:56 GMT
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I am sorry, I have to ask again:)

Without Ctrl, result is 100% predictable and it is move.

With Ctrl, result is random.

(I just cannot believe that...

Anyway, some DUMPs:

```
void UDropTarget::DnD(POINTL pl, bool drop, DWORD *effect, DWORD keys)
{
    dword e = *effect;
    LOG("DnD " << e == DROPEFFECT_COPY);
    *effect = DROPEFFECT_NONE;
    if(!ctrl)
        return;
    PasteClip d;
    d.dt = this;
    d.paste = drop;
    d.accepted = false;
    d.allowed = 0;
    d.action = 0;
    if(e & DROPEFFECT_COPY) {
        d.allowed = DND_COPY;
        d.action = DND_COPY;
    }
    if(e & DROPEFFECT_MOVE) {
        d.allowed |= DND_MOVE;
        if(Ctrl::GetDragAndDropSource())
            d.action = DND_MOVE;
    }
    if((keys & MK_CONTROL) && (d.allowed & DND_COPY))
        d.action = DND_COPY;
    if((keys & (MK_ALT|MK_SHIFT)) && (d.allowed & DND_MOVE))
        d.action = DND_MOVE;
    ctrl->DnD(Point(pl.x, pl.y), d);
    DDUMP(d.action);
    if(d.IsAccepted()) {
        if(d.action == DND_MOVE)
            *effect = DROPEFFECT_MOVE;
        if(d.action == DND_COPY)
            *effect = DROPEFFECT_COPY;
    }
}
```

```
STDMETHODIMP UDropSource::GiveFeedback(DWORD dwEffect)
```

```

{
LOG("GiveFeedback " << (dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY);
Image m = IsNull(move) ? copy : move;
if((dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY) {
    if(!IsNull(copy)) m = copy;
}
else
if((dwEffect & DROPEFFECT_MOVE) == DROPEFFECT_MOVE) {
    if(!IsNull(move)) m = move;
}
else
    m = no;
Ctrl::OverrideCursor(m);
Ctrl::SetMouseCursor(m);
return S_OK;
}

```

Try with Ctrl pushed....

Mirek

Subject: Re: Please bring back drag'n'drop copy
 Posted by [Mindtraveller](#) on Mon, 11 May 2009 10:41:50 GMT
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And again

> Without Ctrl, result is 100% predictable and it is move
 YES!

>With Ctrl, result is random

Ctrl->drag = YES! (You've seen that on video, what a shame it doesn't indicate pressed keys)

drag->Ctrl = WORKS 100%

So the problem is with initial period when Ctrl is ALREADY pressed before dragging start.

Your patch doesn't compile (I patched Win32DnD.cpp):

```

> LOG("DnD " << e == DROPEFFECT_COPY);
error C2678: binary '==' : no operator found which takes a left-hand operand of type 'Upp::Stream'
(or there is
    no acceptable conversion)

```

```

> STDMETHODIMP UDropSource::GiveFeedback(DWORD dwEffect)
error C2027: use of undefined type 'Upp::UDropSource'

```

```

> LOG("GiveFeedback " << (dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY);

```

error C2678: binary '==' : no operator found which takes a left-hand operand of type 'Upp::Stream' (or there is no acceptable conversion)

... (about 5 more errors, please try to compile it)

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Mon, 11 May 2009 10:57:29 GMT
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Mindtraveller wrote on Mon, 11 May 2009 06:41 And again
> Without Ctrl, result is 100% predictable and it is move
YES!

> With Ctrl, result is random
Ctrl->drag = YES! (You've seen that on video, what a shame it doesn't indicate pressed keys)
drag->Ctrl = WORKS 100%
So the problem is with initial period when Ctrl is ALREADY pressed before dragging start.

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> LOG("DnD " << e == DROPEFFECT_COPY);  
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(or there is  
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> STDMETHODIMP UDropSource::GiveFeedback(DWORD dwEffect)  
error C2027: use of undefined type 'Upp::UDropSource'
```

```
> LOG("GiveFeedback " << (dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY);  
error C2678: binary '==' : no operator found which takes a left-hand operand of type 'Upp::Stream'  
(or there is  
no acceptable conversion)
```

... (about 5 more errors, please try to compile it)

Ah, sorry, put parenthesis around == operators please...

```
void UDropTarget::DnD(POINTL pl, bool drop, DWORD *effect, DWORD keys)  
{  
    dword e = *effect;  
    LOG("DnD " << (e == DROPEFFECT_COPY));  
    *effect = DROPEFFECT_NONE;  
    if(!ctrl)  
        return;
```

```

PasteClip d;
d.dt = this;
d.paste = drop;
d.accepted = false;
d.allowed = 0;
d.action = 0;
if(e & DROPEFFECT_COPY) {
    d.allowed = DND_COPY;
    d.action = DND_COPY;
}
if(e & DROPEFFECT_MOVE) {
    d.allowed |= DND_MOVE;
    if(Ctrl::GetDragAndDropSource())
        d.action = DND_MOVE;
}
    DDUMP(keys & MK_CONTROL);
if((keys & MK_CONTROL) && (d.allowed & DND_COPY))
    d.action = DND_COPY;
if((keys & (MK_ALT|MK_SHIFT)) && (d.allowed & DND_MOVE))
    d.action = DND_MOVE;
ctrl->DnD(Point(pl.x, pl.y), d);
    DDUMP(d.action);
if(d.IsAccepted()) {
    if(d.action == DND_MOVE)
        *effect = DROPEFFECT_MOVE;
    if(d.action == DND_COPY)
        *effect = DROPEFFECT_COPY;
}
}

```

```

STDMETHODIMP UDropSource::GiveFeedback(DWORD dwEffect)
{
    LOG("GiveFeedback " << ((dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY));
    Image m = IsNull(move) ? copy : move;
    if((dwEffect & DROPEFFECT_COPY) == DROPEFFECT_COPY) {
        if(!IsNull(copy)) m = copy;
    }
    else
        if((dwEffect & DROPEFFECT_MOVE) == DROPEFFECT_MOVE) {
            if(!IsNull(move)) m = move;
        }
    else
        m = no;
    Ctrl::OverrideCursor(m);
    Ctrl::SetMouseCursor(m);
    return S_OK;
}

```

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Mon, 11 May 2009 16:24:08 GMT
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Sorry. I forgot to comment. Patch still doesn't compile. Does it on your system?

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Tue, 12 May 2009 08:11:14 GMT
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Mindtraveller wrote on Mon, 11 May 2009 12:24: Sorry. I forgot to comment. Patch still doesn't compile. Does it on your system?

I have incorporated all logs into svn as optional. All you now need to do is to uncomment:

```
#define LLOG(x) LOG(x)
```

at the beginning of file.

I am interested in LOG of single DnD action that goes wrong.

(Of course, as soon as you have time, I understand your current constraints).

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Tue, 12 May 2009 13:07:37 GMT
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Latest SVN build fixed that too.
Thank you!

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Tue, 12 May 2009 13:11:16 GMT
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Mindtraveller wrote on Tue, 12 May 2009 09:07: Latest SVN build fixed that too.
Thank you!

Ehm you mean DnD now works as expected?

That would be weird... I have not done anything with it.

The only explanation is that it is somehow time-dependent, some weird sort of race condition is

going on...

Mirek

Subject: Re: Please bring back drag'n'drop copy
Posted by [Mindtraveller](#) on Tue, 12 May 2009 13:52:00 GMT
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Yes, the problem disappeared. IMO it was somehow connected with lag. So, no lag = no problem.

Subject: Re: Please bring back drag'n'drop copy
Posted by [mirek](#) on Tue, 12 May 2009 14:59:22 GMT
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Mindtraveller wrote on Tue, 12 May 2009 09:52: Yes, the problem disappeared. IMO it was somehow connected with lag. So, no lag = no problem.

I guess I will try to add some BIG artificial lag where it was, maybe it will reveal something interesting about DnD..

Mirek
