
Subject: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Wed, 15 Jul 2009 16:02:03 GMT
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Hello all

Drag&Drop in ArrayCtrl works perfect for me but when doing UpdateRefresh it seems to be disconnected.

In the image "A" is a TreeCtrl and "B" and "C" are a two lists of a class derived from ArrayCtrl to show images and with Drag&Drop enabled.

In the application a folder is selected in "A", and the list of files as thumbnails appear in "B". As a folder can have many files I fill "B" with empty images initially and there is a SetTimeCallback function called every 200 ms that loads one thumbnail and does an UpdateRefresh.

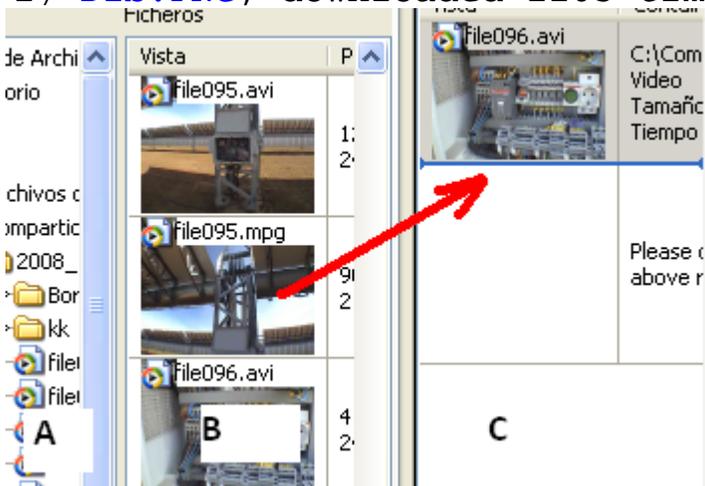
While the thumbnails are loaded it is possible to select the rows in "B" perfectly, but it is not possible to Drag&Drop from "B" to "C". Then when all thumbnails are loaded, Drag&Drop is possible.

Do you have any idea?

Best regards
Koldo

File Attachments

1) [Dib.PNG](#), downloaded 1105 times



Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Sat, 18 Jul 2009 11:51:05 GMT
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More simple:

Is it possible to update/refresh only one row in an ArrayCtrl ?

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Sun, 26 Jul 2009 15:28:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Wed, 15 July 2009 12:02Hello all

Drag&Drop in ArrayCtrl works perfect for me but when doing UpdateRefresh it seems to be disconnected.

In the image "A" is a TreeCtrl and "B" and "C" are a two lists of a class derived from ArrayCtrl to show images and with Drag&Drop enabled.

In the application a folder is selected in "A", and the list of files as thumbnails appear in "B". As a folder can have many files I fill "B" with empty images initially and there is a SetTimeCallback function called every 200 ms that loads one thumbnail and does an UpdateRefresh.

While the thumbnails are loaded it is possible to select the rows in "B" perfectly, but it is not possible to Drag&Drop from "B" to "C".
Then when all thumbnails are loaded, Drag&Drop is possible.

Do you have any idea?

Best regards
Koldo

Hard to say without a testcase...

Mirek

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Sun, 26 Jul 2009 15:28:52 GMT
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koldo wrote on Sat, 18 July 2009 07:51More simple:

Is it possible to update/refresh only one row in an ArrayCtrl ?

Best regards
Koldo

```
void    ArrayCtrl::RefreshRow(int i);
```

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Sun, 26 Jul 2009 21:50:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sun, 26 July 2009 17:28koldo wrote on Sat, 18 July 2009 07:51More simple:

Is it possible to update/refresh only one row in an ArrayCtrl ?

Best regards
Koldo

```
void    ArrayCtrl::RefreshRow(int i);
```

Hello Mirek

Unfortunately RefreshRow() does not repaint the row.

To force the repaint I have to scroll up and down and then I see the row repainted.

Using instead UpdateRefresh() repaints the rows properly, but it seems it cancels the Drag & Drop possibility.

It is difficult to prepare a sample case as the application is rather big. Here I put some details:

The variable is declared under the TopWindow class as

```
ArrayCtrl filesList;
```

The layout is in:

```
filesList.AddColumn("Thumbnail").SetDisplay(Single<DisplayThumbnail>()).HeaderTab().Min(50);  
filesList.AddColumn("Properties").HeaderTab().Min(50);  
filesList.MultiSelect().HeaderObject().Absolute().Clipboard();  
filesList.HeaderTab(0).SetRatio(10);  
filesList.ColumnWidths("100 100");  
filesList.WhenDropInsert = THISBACK(DropInsertFilelist);  
filesList.WhenDrag = THISBACK(DragFilelist);  
filesList.WhenDrop = THISBACK(DropFilelist);
```

DisplayThumbnail declaration:

```
struct DisplayThumbnail : public Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& val, Color ink, Color paper, dword
style) const;
};
```

And Drag & Drop functions

```
void DropFilelist(PasteClip& d)
{
    if(AcceptText(d)) {
        fileList.Add(GetString(d), GetString(d));
        fileList.SetFocus();
    }
}
void DropInsertFilelist(int line, PasteClip& d)
{
    if(AcceptInternal<ArrayCtrl>(d, "array")) {
        fileList.InsertDrop(line, d);
        fileList.SetFocus();
        fileList.SetLineCy(70);
    }
}
void DragFilelist()
{
    fileList.DoDragAndDrop(InternalClip(fileList, "array"));
}
```

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Mon, 27 Jul 2009 01:19:40 GMT
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What is in the 200ms callback method?

Mirek

Subject: Re: Problem with Drag&Drop in ArrayCtrl

Posted by [koldo](#) on Mon, 27 Jul 2009 07:03:21 GMT

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Hello Mirek

This is:

```
void MainWindow::Timer()
{
    if (timerOn)
        return;
    timerOn = true;

    for (int i = 0; i < thumbnails.GetCount(); ++i) {
        if (!thumbnails[i].loaded) {
            if (thumbnails[i].type == TYPE_IMAGE)
                LoadThumbnail(i);
            else if (thumbnails[i].type == TYPE_VIDEO)
                LoadThumbnailVideo(i);
            fileList.UpdateRefresh();
            //fileList.RefreshRow(FindThumbnail(thumbnails[i].fileName));
            break;
        }
    }
    timerOn = false;
}
```

thumbnails array has all the thumbnailed images. This loops opens the first not opened yet.

With this when you open a folder all file names are viewed and every 200ms a thumbnail is loaded and viewed, similar to Nautilus in Gnome.

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Mon, 27 Jul 2009 15:20:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Mon, 27 July 2009 03:03Hello Mirek

This is:

```
void MainWindow::Timer()
{
    if (timerOn)
        return;
}
```

```

timerOn = true;

for (int i = 0; i < thumbnails.GetCount(); ++i) {
    if (!thumbnails[i].loaded) {
        if (thumbnails[i].type == TYPE_IMAGE)
            LoadThumbnail(i);
        else if (thumbnails[i].type == TYPE_VIDEO)
            LoadThumbnailVideo(i);
        filesList.UpdateRefresh();
        //filesList.RefreshRow(FindThumbnail(thumbnails[i].fileName));
        break;
    }
}
timerOn = false;
}

```

thumbnails array has all the thumbnailed images. This loops opens the first not opened yet.

With this when you open a folder all file names are viewed and every 200ms a thumbnail is loaded and viewed, similar to Nautilus in Gnome.

Best regards
Koldo

And LoadThumbnail* ? (I need to see commands that you use to alter ArrayCtrl content...).

BTW, I believe RefreshRow works as it should. Any chance the problem is in FindThumbnail?

(In fact, using normal "Set", you do not even need RefreshRow - it is called implicitly).

Mirek

Subject: Re: Problem with Drag&Drop in ArrayCtrl
 Posted by [koldo](#) on Mon, 27 Jul 2009 22:15:34 GMT
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Hello Mirek

This is the function:

```

void LoadThumbnail(int id)
{
    thumbnails[id].loaded = true;
    Image img = StreamRaster::LoadFileAny(thumbnails[id].fileName);
    if(!img)
        return;
    thumbnails[id].width = img.GetWidth();
}

```

```

thumbnails[id].height = img.GetHeight();
if (thumbnails[id].width > 1024 || thumbnails[id].height > 1024) {
    int w, h;
    if (thumbnails[id].width > 1024) {
        w = 1024;
        h = (thumbnails[id].height*1024)/thumbnails[id].width;
    } else {
        h = 1024;
        w = (thumbnails[id].width*1024)/thumbnails[id].height;
    }
    thumbnails[id].img = Rescale(img, Size(w, h), Rect(0, 0, thumbnails[id].width,
thumbnails[id].height));
} else
    thumbnails[id].img = img;
}

```

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Tue, 28 Jul 2009 01:06:13 GMT
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I have tried to create a testcase:

```

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct TestDisplay : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
    {
        Display::Paint(w, r, AsString(q) + " " + AsString(GetTickCount()),
            ink, paper, style);
    }
};

struct App : TopWindow {
    ArrayCtrl a, b;
    Splitter s;
    TimeCallback tb;

    void Timer()
    {
        a.UpdateRefresh();
    }
};

```

```

}

void DnD(PasteClip& d)
{
    if(AcceptText(d)) {
        a.Add(GetString(d), GetString(d));
        a.SetFocus();
    }
}

void DnDInsert(int line, PasteClip& d)
{
    if(AcceptInternal<ArrayCtrl>(d, "array")) {
        a.InsertDrop(line, d);
        a.SetFocus();
    }
    if(AcceptText(d)) {
        a.Insert(line);
        a.Set(line, 0, GetString(d));
        a.SetCursor(line);
        a.SetFocus();
    }
}

void DnDInsertB(int line, PasteClip& d)
{
    if(AcceptInternal<ArrayCtrl>(d, "array")) {
        const ArrayCtrl& src = GetInternal<ArrayCtrl>(d);
        bool self = &src == &b;
        Vector< Vector<Value> > data;
        for(int i = 0; i < src.GetCount(); i++)
            if(src.IsSel(i)) {
                Value v = src.Get(i, 0);
                data.Add().Add(IsNumber(v) ? FormatIntRoman((int)src.Get(i, 0)) : String(v));
            }
        b.InsertDrop(line, data, d, self);
        b.SetFocus();
    }
}

void Drag()
{
    if(a.DoDragAndDrop(InternalClip(a, "array")) == DND_MOVE)
        a.RemoveSelection();
}

void DragB()
{

```

```
if(b.DoDragAndDrop(InternalClip(b, "array"), b.GetDragSample()) == DND_MOVE)
    b.RemoveSelection();
}
```

```
typedef App CLASSNAME;
```

```
App() {
    a.AddColumn("You can paste the text here too").SetDisplay(Single<TestDisplay>());
    a.MultiSelect();
    a.WhenDropInsert = THISBACK(DnDInsert);
    a.WhenDrop = THISBACK(DnD);
    a.WhenDrag = THISBACK(Drag);

    b.AddColumn("Roman numbers");
    b.MultiSelect();
    b.WhenDropInsert = THISBACK(DnDInsertB);
    b.WhenDrag = THISBACK(DragB);

    Add(s.Horz(a, b));
    for(int i = 0; i < 200; i++) {
        a.Add(i);
        b.Add(FormatIntRoman(i, true));
    }
    Sizeable();

    tb.Set(-200, THISBACK(Timer));
}
};
```

```
GUI_APP_MAIN
{
    App().Run();
}
```

I believe this is as close as possible to your app - and it seems to work quite fine both in linux and win32.

Mirek

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Tue, 28 Jul 2009 07:49:26 GMT
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Hello Mirek

Thank you for the testcase. I have changed it to show the problem.

RefreshRow works well but Drag & Drop does not work while there are thumbnails to be loaded.

To run it put the file "c:\\demo.jpg" that will be the thumbnail to be loaded.

Perhaps to do this right would I have to use multitasking ?

Best regards

Koldo

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
Array <Image> imgLst;
```

```
struct TestDisplay : Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)  
    const  
    {  
        w.DrawRect(r, paper);  
        int id = q.Is<int>() ? q : -1;  
        if (id >= 0 && id < imgLst.GetCount()) {  
            Rect rect(r.left, r.top, r.left+70, r.top+70);  
            if (imgLst[id])  
                w.DrawImage(rect, imgLst[id]);  
            else  
                Display::Paint(w, r, "Image not loaded", ink, paper, style);  
        } else  
            Display::Paint(w, r, "Image not available", ink, paper, style);  
    }  
};
```

```
struct App : TopWindow {  
    ArrayCtrl a, b;  
    Splitter s;  
    TimeCallback tb;
```

```
void Timer()  
{  
    for (int i = 0; i < imgLst.GetCount(); ++i) {  
        if (!imgLst[i]) {  
            imgLst[i] = StreamRaster::LoadFileAny("c:\\demo.jpg");  
            a.RefreshRow(i);  
            return;  
        }  
    }  
}
```

```
void DnD(PasteClip& d)
```

```
{  
  if(AcceptText(d)) {  
    a.Add(GetString(d), GetString(d));  
    a.SetFocus();  
  }  
}
```

```
void DnDInsert(int line, PasteClip& d)
```

```
{  
  if(AcceptInternal<ArrayCtrl>(d, "array")) {  
    a.InsertDrop(line, d);  
    a.SetFocus();  
  }  
  if(AcceptText(d)) {  
    a.Insert(line);  
    a.Set(line, 0, GetString(d));  
    a.SetCursor(line);  
    a.SetFocus();  
  }  
}
```

```
void DnDInsertB(int line, PasteClip& d)
```

```
{  
  if(AcceptInternal<ArrayCtrl>(d, "array")) {  
    const ArrayCtrl& src = GetInternal<ArrayCtrl>(d);  
    bool self = &src == &b;  
    Vector< Vector<Value> > data;  
    for(int i = 0; i < src.GetCount(); i++)  
      if(src.IsSel(i)) {  
        Value v = src.Get(i, 0);  
        data.Add().Add(IsNumber(v) ? FormatIntRoman((int)src.Get(i, 0)) : String(v));  
      }  
    b.InsertDrop(line, data, d, self);  
    b.SetFocus();  
  }  
}
```

```
void Drag()
```

```
{  
  if(a.DoDragAndDrop(InternalClip(a, "array")) == DND_MOVE)  
    a.RemoveSelection();  
}
```

```
void DragB()
```

```
{  
  if(b.DoDragAndDrop(InternalClip(b, "array"), b.GetDragSample()) == DND_MOVE)
```

```

    b.RemoveSelection();
}

typedef App CLASSNAME;

App() {
    a.AddColumn("You can paste the text here too").SetDisplay(Single<TestDisplay>());
    a.MultiSelect();
    a.WhenDropInsert = THISBACK(DnDInsert);
    a.WhenDrop = THISBACK(DnD);
    a.WhenDrag = THISBACK(Drag);
    a.SetLineCy(70);

    b.AddColumn("Roman numbers");
    b.MultiSelect();
    b.WhenDropInsert = THISBACK(DnDInsertB);
    b.WhenDrag = THISBACK(DragB);

    Add(s.Horz(a, b));
    for(int i = 0; i < 40; i++) {
        a.Add(i);
        imgLst.Add();
        b.Add(FormatIntRoman(i, true));
    }
    Sizeable();

    tb.Set(-200, THISBACK(Timer));
}
};

GUI_APP_MAIN
{
    App().Run();
}

```

Subject: Re: Problem with Drag&Drop in ArrayCtrl
 Posted by [mrjt](#) on Tue, 28 Jul 2009 11:59:38 GMT
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Edit: Nevermind, just seen your example.

Subject: Re: Problem with Drag&Drop in ArrayCtrl
 Posted by [mrjt](#) on Tue, 28 Jul 2009 12:24:24 GMT
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The reason that RefreshRow stops working in your example is that the code is wrong. After an item is dragged it is removed from the list, so the imgLst index and the ArrayCtrl index no longer match and the code is always refreshing one (or more) line ahead of the row you load the image into.

The timer code should be:

```
for (int i = 0; i < a.GetCount(); ++i) {
    int ix = a.Get(i, 0);
    if (!imgLst[ix]) {
        imgLst[ix] = StreamRaster::LoadFileAny("c:\\demo.jpg");
        a.RefreshRow(i);
        return;
    }
}
```

I have also tried using UpdateRefresh instead and could find no problems other than some flickering from the frequent refreshes.

I tested this using a moderately recent SVN version.

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Tue, 28 Jul 2009 14:24:09 GMT
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Hello mrjt

Thank you for your help. In fact your code could be better:

```
for (int i = 0; i < a.GetCount(); ++i) {
    Value ix = a.Get(i, 0);
    if (ix.Is<int>()) {
        if (!imgLst[ix]) {
            imgLst[ix] = StreamRaster::LoadFileAny("c:\\demo.jpg");
            a.RefreshRow(i);
            return;
        }
    }
}
```

If not when dragging from right to left I get an exception.

UpdateRow seems to work well but my first issue is to Drag & Drop while left ArrayCtrl is being populated. You will see that while left list is filled with thumbnails drag & drop is unabled. After that you can use it perfectly.

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mrjt](#) on Tue, 28 Jul 2009 15:08:47 GMT
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I hadn't thought of trying to drag the other way

The thing is: I don't have your problem. I can quite happily drag in either direction while the list is filling. This is with the current svn revision (I just updated it). Are you using an older version?

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Tue, 28 Jul 2009 20:56:58 GMT
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Hello mrjt

Thank you for your help. I am using the last Upp version so the problem does not come from there.

When opening very small images (for example from a mobile home) there is no problem, but opening bigger pictures (perhaps 3 or 4 Mb) drag & drop does not work.

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Wed, 29 Jul 2009 03:48:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Tue, 28 July 2009 16:56Hello mrjt

Thank you for your help. I am using the last Upp version so the problem does not come from there.

When opening very small images (for example from a mobile home) there is no problem, but opening bigger pictures (perhaps 3 or 4 Mb) drag & drop does not work.

Best regards
Koldo

I believe that time needed to load image might be the problem, at least in X11: due to inherent unreliability of X11 protocol (think UDP, you need some timeouts incorporated. If there is no response for given time, DnD is canceled. Timeout is set to 200ms, which is well within large image load times.

I am afraid you will have to go MT...

Mirek

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Wed, 29 Jul 2009 06:34:35 GMT
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Hello Mirek

I imagined sometime I would have to begin with MT

Is it "GuiMT" the best MT example applicable in this case ?
Could you put some links to good references of "Upp Gui Multi threading for Dummies" ?

Best regards
Koldo

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Wed, 29 Jul 2009 06:45:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Wed, 29 July 2009 02:34Hello Mirek

I imagined sometime I would have to begin with MT

Is it "GuiMT" the best MT example applicable in this case ?
Could you put some links to good references of "Upp Gui Multi threading for Dummies" ?

Best regards
Koldo

GuiMT is "old way", still working, but less effective (should I remove it? It still demonstrates MT using message posts).

GuiLock is "modern way". It is quite simple, all you need to do is to use

```
GuiLock ___;
```

to synchronize non-GUI thread with the GUI one.

Mirek

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Wed, 29 Jul 2009 11:16:30 GMT

Hello Mirek

I have tried both samples GuiMT amd GuiLock.

GuiLock is simpler but I have realized that while moving application window GuiLock gets stucked but GuiMT follows refreshing the window. This is a nice behaviour. What could it be ?

```
In the same GuiMT changing
PostCallback(callback2(f.gui, &Divisors::ShowResult, f.line, "working..." + r1 + r2));
with
f.gui->table.Set(f.line, 1, "working..." + r1 + r2));
```

The program works but GuiMT gets stucked.

Best regards
Koldo

Addendum:

I have tested both in linux and the window is refreshed while it is moved

Addendum 2:

Compiled with MinGW GUI MT works but GUI Lock gets hanged with this message "Assertion failed in C:\upp\uppsrc\Draw\DrawLock.cpp, line 28 sGLockLevel > 0".

In post <http://www.ultimatepp.org/forum/index.php?t=msg&th=4145&start=0> Mirek says

Quote:You cannot do MT in mingw.

Is this just temporal ?. If not I think it would have to be indicated in the documentation

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Fri, 31 Jul 2009 17:04:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Wed, 29 July 2009 07:16Hello Mirek

I have tried both samples GuiMT amd GuiLock.

GuiLock is simpler but I have realized that while moving application window GuiLock gets stucked but GuiMT follows refreshing the window. This is a nice behaviour. What could it be ?

```
In the same GuiMT changing
PostCallback(callback2(f.gui, &Divisors::ShowResult, f.line, "working..." + r1 + r2));
with
```

```
f.gui->table.Set(f.line, 1, "working..." + r1 + r2));
```

The program works but GuiMT gets stucked.

Careful there. The real problem with MT is that some synchronization bugs happen with low probability - that means the app seems to work, but might crash once a hour or week.

Mirek

Best regards
Koldo

Addendum:

I have tested both in linux and the window is refreshed while it is moved

Addendum 2:

Compiled with MinGW GUIMT works but GUILock gets hanged with this message "Assertion failed in C:\upp\uppsrc\Draw\DrawLock.cpp, line 28 sGLockLevel > 0".

In post <http://www.ultimatepp.org/forum/index.php?t=msg&th=4145&start=0> Mirek says

Quote:You cannot do MT in mingw.

Is this just temporal ?. If not I think it would have to be indicated in the documentation[/quote]

Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Thu, 13 Aug 2009 11:42:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello all

I have prepared a MT version using PostCallback that works very well.

Main change is in function LoadImageThread that substitute the timer function.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
Array <Image> imgLst;
```

```
struct TestDisplay : Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
```

```

const
{
w.DrawRect(r, paper);
int id = q.Is<int>() ? (int)q : -1;
if (id >= 0 && id < imgLst.GetCount()) {
Rect rect(r.left, r.top, r.left+70, r.top+70);
if (imgLst[id])
w.DrawImage(rect, imgLst[id]);
else
Display::Paint(w, r, "Image not loaded", ink, paper, style);
} else
Display::Paint(w, r, "Image not available", ink, paper, style);
}
};

```

```

struct App : TopWindow {
ArrayCtrl a, b;
Splitter s;
Thread threadPainter;

```

```

void RefreshThumb(int row)

```

```

{
a.RefreshRow(row);
}

```

```

void DnD(PasteClip& d)

```

```

{
if(AcceptText(d)) {
a.Add(GetString(d), GetString(d));
a.SetFocus();
}
}

```

```

void DnDInsert(int line, PasteClip& d)

```

```

{
if(AcceptInternal<ArrayCtrl>(d, "array")) {
a.InsertDrop(line, d);
a.SetFocus();
}
if(AcceptText(d)) {
a.Insert(line);
a.Set(line, 0, GetString(d));
a.SetCursor(line);
a.SetFocus();
}
}

```

```

void DnDInsertB(int line, PasteClip& d)

```

```

{

```

```

if(AcceptInternal<ArrayCtrl>(d, "array")) {
    const ArrayCtrl& src = GetInternal<ArrayCtrl>(d);
    bool self = &src == &b;
    Vector< Vector<Value> > data;
    for(int i = 0; i < src.GetCount(); i++)
        if(src.IsSel(i)) {
            Value v = src.Get(i, 0);
            data.Add().Add(IsNumber(v) ? FormatIntRoman((int)src.Get(i, 0)) : String(v));
        }
    b.InsertDrop(line, data, d, self);
    b.SetFocus();
}
}

void Drag()
{
    if(a.DoDragAndDrop(InternalClip(a, "array")) == DND_MOVE)
        a.RemoveSelection();
}

void DragB()
{
    if(b.DoDragAndDrop(InternalClip(b, "array"), b.GetDragSample()) == DND_MOVE)
        b.RemoveSelection();
}

typedef App CLASSNAME;

App();
};

void LoadImageThread(App *gui, Array <Image> *imgs)
{
    for (int i = 0; i < (*imgs).GetCount(); ++i) {
        for (int j = 0; j < gui->a.GetCount(); ++j) {
            Value ix = gui->a.Get(j, 0);
            if (ix.Is<int>() && i == ix) {
                if (!(*imgs)[ix]) {
                    (*imgs)[ix] = StreamRaster::LoadFileAny("/mnt/C/demo.jpg");
                    PostCallback(callback1(gui, &App::RefreshThumb, i));
                }
            }
        }
    }
}

App::App()
{

```

```
a.AddColumn("You can paste the text here too").SetDisplay(Single<TestDisplay>());
a.MultiSelect();
a.WhenDropInsert = THISBACK(DnDInsert);
a.WhenDrop = THISBACK(DnD);
a.WhenDrag = THISBACK(Drag);
a.SetLineCy(70);
```

```
b.AddColumn("Roman numbers");
b.MultiSelect();
b.WhenDropInsert = THISBACK(DnDInsertB);
b.WhenDrag = THISBACK(DragB);
```

```
Add(s.Horz(a, b));
for(int i = 0; i < 25; i++) {
    a.Add(i);
    imgLst.Add();
    b.Add(FormatIntRoman(i, true));
}
Sizeable();
```

```
threadPainter.Run(callback2(LoadImageThread, this, &imgLst));
}
```

```
GUI_APP_MAIN
{
    App().Run();
}
```

This is the output

An annoying problem is that RefreshRow(row) works well in general, but if I just drag an image and does not click or roll the mouse, the image refreshing is stopped like in the image. This behavior happens both in Linux and in Windows. If I click or roll the mouse all the loaded images are refreshed immediately.

Just changing RefreshRow(row) with UpdateRefresh() solves the problem.

Best regards
koldo

File Attachments

1) [dib.PNG](#), downloaded 676 times

You can paste the text here too

	
	
	
	
Image not loaded	

Roman numbers

I
II
III
IV
V
VI
VII
VIII
IX
X
XI
XII
XIII
XIV
XV
XVI
XVII
XVIII
XIX
XX
XXI
XXII
XXIII
XXIV

Subject: Re: Problem with Drag&Drop in ArrayCtrl [SOLVED]

Posted by [koldo](#) on Wed, 26 Aug 2009 07:17:14 GMT

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Hello all

Finally I have implemented this in the original program and it works very well.

Thank you Mirek + mrjt for your help.

Best regards
Koldo
