Subject: Anyone have trouble with drag n drop on GridCtrl?
Posted by alendar on Wed, 17 Feb 2010 18:15:17 GMT
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I tried a simple bare bones drag/drop operation with GridCtrl. I compiled on VC 2010 and 2005. Both failed at

```
void GridPopUp::Paint(Draw &w)
{
 Size sz = GetSize();
 gd->Paint(w, 1, 1, sz.cx - 2, sz.cy - 2, val, style | GD::WRAP | GD::VCENTER, fg, bg, fnt);
 DrawBorder(w, sz, BlackBorder);
}
```

I tried the UltimatePlayer for an example of a dragging GridCtrl, but could not get the FMod dll to work.

Anyone have a sample of a working DnD op with GridCtrl?