

Drag n'Drop events

```
let holder = select_dom_element

holder.ondragstart = function(e){return false;};
holder.ondragend = function(e){return false;};
holder.ondragover = function(e){return false;};
holder.ondragenter = function(e){return false;};
holder.ondragleave = function(e){return false;};
holder.ondrop = function(e){return false;};
```

Canvas