| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/DnDConstants.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/java/awt/dnd/Autoscroll.html)   [**NEXT CLASS**](http://docs.google.com/java/awt/dnd/DragGestureEvent.html) | [**FRAMES**](http://docs.google.com/index.html?java/awt/dnd/DnDConstants.html)    [**NO FRAMES**](http://docs.google.com/DnDConstants.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | [FIELD](#3znysh7) | CONSTR | [METHOD](#tyjcwt) | DETAIL: [FIELD](#3dy6vkm) | CONSTR | METHOD |

## **java.awt.dnd**

Class DnDConstants

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 **java.awt.dnd.DnDConstants**

public final class **DnDConstants**extends [Object](http://docs.google.com/java/lang/Object.html)

This class contains constant values representing the type of action(s) to be performed by a Drag and Drop operation.

**Since:** 1.2

| **Field Summary** | |
| --- | --- |
| static int | [**ACTION\_COPY**](http://docs.google.com/java/awt/dnd/DnDConstants.html#ACTION_COPY)            An int representing a "copy" action. |
| static int | [**ACTION\_COPY\_OR\_MOVE**](http://docs.google.com/java/awt/dnd/DnDConstants.html#ACTION_COPY_OR_MOVE)            An int representing a "copy" or "move" action. |
| static int | [**ACTION\_LINK**](http://docs.google.com/java/awt/dnd/DnDConstants.html#ACTION_LINK)            An int representing a "link" action. |
| static int | [**ACTION\_MOVE**](http://docs.google.com/java/awt/dnd/DnDConstants.html#ACTION_MOVE)            An int representing a "move" action. |
| static int | [**ACTION\_NONE**](http://docs.google.com/java/awt/dnd/DnDConstants.html#ACTION_NONE)            An int representing no action. |
| static int | [**ACTION\_REFERENCE**](http://docs.google.com/java/awt/dnd/DnDConstants.html#ACTION_REFERENCE)            An int representing a "reference" action (synonym for ACTION\_LINK). |

| **Method Summary** | |
| --- | --- |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [toString](http://docs.google.com/java/lang/Object.html#toString()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Field Detail** |
| --- |

### ACTION\_NONE

public static final int **ACTION\_NONE**

An int representing no action.

**See Also:**[Constant Field Values](http://docs.google.com/constant-values.html#java.awt.dnd.DnDConstants.ACTION_NONE)

### ACTION\_COPY

public static final int **ACTION\_COPY**

An int representing a "copy" action.

**See Also:**[Constant Field Values](http://docs.google.com/constant-values.html#java.awt.dnd.DnDConstants.ACTION_COPY)

### ACTION\_MOVE

public static final int **ACTION\_MOVE**

An int representing a "move" action.

**See Also:**[Constant Field Values](http://docs.google.com/constant-values.html#java.awt.dnd.DnDConstants.ACTION_MOVE)

### ACTION\_COPY\_OR\_MOVE

public static final int **ACTION\_COPY\_OR\_MOVE**

An int representing a "copy" or "move" action.

**See Also:**[Constant Field Values](http://docs.google.com/constant-values.html#java.awt.dnd.DnDConstants.ACTION_COPY_OR_MOVE)

### ACTION\_LINK

public static final int **ACTION\_LINK**

An int representing a "link" action. The link verb is found in many, if not all native DnD platforms, and the actual interpretation of LINK semantics is both platform and application dependent. Broadly speaking, the semantic is "do not copy, or move the operand, but create a reference to it". Defining the meaning of "reference" is where ambiguity is introduced. The verb is provided for completeness, but its use is not recommended for DnD operations between logically distinct applications where misinterpretation of the operations semantics could lead to confusing results for the user.

**See Also:**[Constant Field Values](http://docs.google.com/constant-values.html#java.awt.dnd.DnDConstants.ACTION_LINK)

### ACTION\_REFERENCE

public static final int **ACTION\_REFERENCE**

An int representing a "reference" action (synonym for ACTION\_LINK).

**See Also:**[Constant Field Values](http://docs.google.com/constant-values.html#java.awt.dnd.DnDConstants.ACTION_REFERENCE)

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/DnDConstants.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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