

# :mod:`tkinter.dnd` --- Drag and drop support

**System Message: ERROR/3** (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library) tkinter.dnd.rst, line 1); [backlink](#)

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```
.. module:: tkinter.dnd
   :platform: Tk
   :synopsis: Tkinter drag-and-drop interface
```

Source code: `:source:`Lib/tkinter/dnd.py``

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## Note

This is experimental and due to be deprecated when it is replaced with the Tk DND.

The `:mod:`tkinter.dnd`` module provides drag-and-drop support for objects within a single application, within the same window or between windows. To enable an object to be dragged, you must create an event binding for it that starts the drag-and-drop process. Typically, you bind a `ButtonPress` event to a callback function that you write (see [ref`Bindings-and-Events`](#)). The function should call `:func:`dnd_start``, where 'source' is the object to be dragged, and 'event' is the event that invoked the call (the argument to your callback function).

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Selection of a target object occurs as follows:

1. Top-down search of area under mouse for target widget
  - Target widget should have a callable `dnd_accept` attribute
  - If `dnd_accept` is not present or returns `None`, search moves to parent widget
  - If no target widget is found, then the target object is `None`
2. Call to `<old_target>.dnd_leave(source, event)`
3. Call to `<new_target>.dnd_enter(source, event)`
4. Call to `<target>.dnd_commit(source, event)` to notify of drop
5. Call to `<source>.dnd_end(target, event)` to signal end of drag-and-drop

The `DndHandler` class handles drag-and-drop events tracking `Motion` and `ButtonRelease` events on the root of the event widget.

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```
.. method:: cancel(event=None)

    Cancel the drag-and-drop process.
```

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```
.. method:: finish(event, commit=0)

    Execute end of drag-and-drop functions.
```

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```
.. method:: on_motion(event)

    Inspect area below mouse for target objects while drag is performed.
```

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Unknown directive type "method".

```
.. method:: on_release(event)

    Signal end of drag when the release pattern is triggered.
```

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```
.. function:: dnd_start(source, event)

    Factory function for drag-and-drop process.
```

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```
.. seealso::

    :ref:`Bindings-and-Events`
```