IGL Drag and Drop

Events for CIGLDragDrop2state

Event	Sent to	Description	Parameters	Return value
evDragReject	source	First message sent. Allows the whole operation to be stopped. Can be ignored.	-	Return true to reject drag.
evDragBegin	source	Indicates that the D&D operation is in progress. Usually used to prepare source (attach to mouse etc). Can be ignored if no preparation is needed.	-	-
evDropQuery	target	Sent when mouse is moved or source is tried dropped on target. Targets that returns false (or ignore) does not accept drops. Can be ignored if object is never a drop target.	source object ID, target object ID	Return true to accept a drop of this source on this target.
evDropReject	target	Sent when source is tried dropped on target and target responded true to evQueryDrop. Can be ignored.	source object ID, target object ID	Return true to stop the D&D operation.
evDropAccept	source	Informs source what target responded to evQueryDrop. Can be ignored.	source object ID, target object ID, target answer from evDropQuery	-
evDropBegin	source	Sent when target has accepted the drop. Usually used to cleanup source (detach from mouse etc). Can be ignored if no cleanup is needed.	source object ID, target object ID	-
evDropItem	target	Sent right after evBeginDrop. Informs target that a source object is dropped on it. Usually used to do whatever is done when source is dropped on target! Can be ignored if nothing should happen or it happens at evDropBegin.	source object ID, target object ID, Info1, Info2 *(values set with CDragDropBase::SetDropInfo(Info1, Info2))*	-

evDropRejected	source	Sent if target stopped the operation at evDropReject or evDragCancel was sent. Is usually used in the same way as evDropBegin - just for cancelled drags.	Param1: source object ID, Param2: target object ID (or 0 if drag is cancelled)	Return true to continue dragging.
evDragCancel	source	Broadcast (or send to source) to cancel a drag. This results in a evDropRejected.	-	-