```
/***************************************************************
  CATEGORY:            MiscDragView (Delegate)
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    See the header for more information on this category.
 ***************************************************************/

#import <appkit/appkit.h>
#import "MiscDragView-BackwardCompat.h"
#import "MiscDragView-Delegate.h"


@implementation MiscDragView (Delegate)

- delegate
{
    return delegate;
}



// The delegate will only be sent messages that it can respond to.

- setDelegate: (id)theDelegate
{
    delegate = theDelegate;
    if ([delegate respondsTo:@selector(image)])
        [self setImage:[delegate image]];
    if ([delegate respondsTo:@selector(acceptingImage)])
        [self setAcceptingImage:[delegate acceptingImage]];
    [self initDragTypes];
    return self;
}
```

```
// Sent from "mouseDown" just before the dragging starts to take place

- _sourceDragInitiated: sender
{
    // here for backward compatibility, please use new delegate
    // methods
    if ([delegate respondsTo: @selector(sourceDragInitiated:)])
        [delegate sourceDragInitiated: sender];

    // newly renamed delegate methods
        if ([delegate respondsTo: @selector(didInitiateSourceDrag:)])
        [delegate didInitiateSourceDrag: sender];

    return self;
}
```

```
// Sent when "draggedImage: endedAt: screenPoint: deposited:" is given
// control and success is whether the image was deposited in another
// view somewhere.

- _sourceDragFinished: (BOOL)successful
{
    // here for backward compatibility, please use new delegate
    // methods
    if ([delegate respondsTo: @selector(sourceDragFinished:)])
        [delegate sourceDragFinished: successful];

    // new delegate method
    if ([delegate respondsTo: @selector(didFinishSourceDrag:)])
        [delegate didFinishSourceDrag: successful];

    return self;
}
```

```
// Sent when "draggingEntered:" is given control.

- _destinationDragInitiated: sender
{
    // here for backward compatibility, please use new delegate
    // methods
    if ([delegate respondsTo: @selector(destinationDragInitiated:)])
        [delegate destinationDragInitiated: sender];

    // new delegate method
    if ([delegate respondsTo: @selector(didInitiateDestinationDrag:)])
        [delegate didInitiateDestinationDrag: sender];

    return self;
}
```

```
// Sent when "concludeDragOperation:" is given control

- _destinationDragFinished: (BOOL)successful
{
    // here for backward compatibility, please use new delegate
    // methods
    if ([delegate respondsTo: @selector(destinationDragFinished:)])
        [delegate destinationDragFinished: successful];

    // new delegate method
    if ([delegate respondsTo: @selector(didFinishDestinationDrag:)])
        [delegate didFinishDestinationDrag: successful];

    return self;
}
```

@end