DragDrop Driver 1.0 for GENSCRNX

The DRAGDROP.PRG driver is designed for GENSCRNX 1.7a or later. The DragDrop driver also requires 3D.PRG driver 1.6 or later for automatically creating 3D effects for the drag and drop objects. The DragDrop driver is entirely written in FoxPro and fully compatible with FoxPro 2.0 and FoxPro 2.5 (all platforms). The only API calls made are in the Windows platform to turn off the Windows mouse cursor while in the drag mode. If FOXTOOLS.FLL is not found in the FOXPROW.EXE directory, the mouse cursor will not be turned off while dragging objects.

Sample code files for the DragDrop driver can be found on CompuServe's FoxForum (section 3rd Party Products). The first set of sample code is contained in a file called DGDP01.ZIP.

IMPORTANT

This documentation file will be enhanced extensively and uploaded (in DRGDRP.ZIP) on CompuServe's FoxForum (section 3rd Party Products) by 11/12/93. Since this file does not include directive definition, experiment with the sample screens in DGDP01.ZIP to help learn the DragDrop directives. Also, reading the DragDrop event/property definitions for Visual Basic 2.0 or later will help since

INSTALLATION

Read documentation on installation supplied with GENSCRNX before using the DragDrop driver and sample code.

UP AND RUNNING

To enable the DragDrop driver, place the following line of code in the Setup snippet of a screen:

```
*:SCXDRV3 DRAGDROP
*:SCXDRV5 3D
```

To enable the DragDrop driver globally for all FoxPro for Windows screens, place the following in the CONFIG.FPW:

```
_SCXDRV3="<path>DRAGDROP.PRG"
```

_SCXDRV5="<path>3D.PRG"

with the proper <path> of the DRAGDROP.PRG and 3D drivers.

Notes:
The 3D driver is optional for use with the DragDrop driver. If the 3D driver is not installed with the DragDrop driver, 3D effects will not be generated for the drag and drop objects. Although all of the drag and drop object combinations have a default 3D effect generated by the DragDrop driver, any *:3D directive in a drag and/or drop object will override the default 3D effect for that object. For each drag and/or drop object, the DragDrop driver overrides any global 3D settings specified in the Setup snippet. For further information about using the 3D directives for the 3D driver, refer documentation supplied with 3DFOX.ZIP.

SETUP SNIPPET DIRECTIVE REFERENCE

*:SCXDRV3 <path>DRAGDROP
*:SCXDRV5 <path>3D

Specify SCX driver #3 to execute the DRAGDROP.PRG driver function.
Specify SCX driver #5 to execute the 3D.PRG driver function (optional).

*:NOICONLIST

Disable generation of null function calls for .ICO and .BMP files specified with the DragDrop directives.   The DragDrop driver default is to automatically create a list of the .ICO and .BMP files used for both static and animated pictures to force a project to find all the necessary files. The file names may include a directory path name which is required if the files are not in the FoxPro file search path.
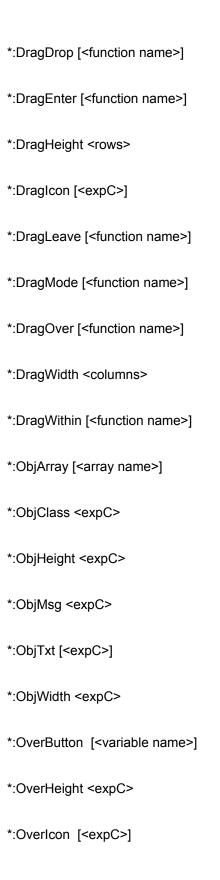
Example:
* Start of null icon file list
RETURN [m.null]
DO eye.ico
DO face01.ico
DO face02.ico
DO face03.ico
* End of null icon file list

EVENT/PROPERTY REFERENCE

*:DblClick <function name>

Must be used with *:DragMode for a drag events only.

*:DragDrop [<function name>]

*:DragEnter [<function name>]

*:DragHeight <rows>

*:DragIcon [<expC>]

*:DragLeave [<function name>]

*:DragMode [<function name>]

*:DragOver [<function name>]

*:DragWidth <columns>

*:DragWithin [<function name>]

*:ObjArray [<array name>]

*:ObjClass <expC>

*:ObjHeight <expC>

*:ObjMsg <expC>

*:ObjTxt [<expC>]

*:ObjWidth <expC>

*:OverButton [<variable name>]

*:OverHeight <expC>

*:OverIcon [<expC>]

*:OverTxt [<expC>]

*:OverWidth <expC>

DRAG EVENT FUNCTION REFERENCE

animate(<expC1>, <expN1>, <expN2> | <expC2>, <expN3> | <expC3>
[,<expN4>])

ADDITIONAL INFORMATION

If a public variable called _DRAGDROP is set to OFF, the DragDrop driver will be disabled and all DragDrop code generation will be suppressed. _DRAGDROP='OFF' is useful when prototyping a project and DragDrop code generation is not needed for testing but the time it takes for a project to re-build needs to be as short as possible. The overhead time of using the DragDrop driver depends on the number and type of drag and drop objects generated for the screen. DRAGDROP=OFF can be placed in the CONFIG.FPW file to disable DragDrop code generation without being dependent on a public variable call _DRAGDROP existing. If both a public variable _DRAGDROP and DRAGDROP =ON | OFF in the CONFIG.FPW file, the public variable has precedence.

COPYRIGHT NOTICE

COMMENTS/SUGGESTIONS/PROBLEMS/QUESTIONS

Please use CompuServe's FoxForum (section 3rd Party Products) directed to:

Ken Levy 76350,2610