

OnDrop

OnDrop event

Declaration

```
ENTRY OnDrop(IN INT _refId)
; actions
END OnDrop
```

Parameters

_refId	Reference variable of target object.
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Description

Picture event is generated when a user moves data to the given target graphic object. Within event handling, there is necessary to get a required data and following them to modify the content of graphic object. First, there must be detected what type of data format was transferred by [%IsDragData](#) function and following it to get data in the appropriate format through these functions:

- [%GetDragDataText](#)
- [%GetDragDataFileList](#)
- [%GetDragDataIPLS](#)

To define a position for placing the new data in a target object, use these functions:

- [%HI_TVQueryDnDItem](#) – finding out the current position of data in [Browser](#) display
- [%HI_LVQueryDnDItem](#) – finding out the current position of data in [Tree view](#)

Based on these data, it is necessary to modify the target graphic object to reflect the executed [Drop](#) operation.

Example

```
ENTRY OnDrop (IN INT _refID)
IF %IsDragData(0, _CF_TEXT) THEN
TEXT _dndText
; getting a text
_dndText := %GetDragDataText(0)

; finding out a position in the tree
_tmp := %HI_TVQueryDnDItem(_refId,_node1,_node2)

; setting a new item in the tree
CALL AddTreeItem(_refId, _dndText, _node1, _node2)
ENDIF
END OnDrop
```



Related pages:

[ENTRY - picture event handler](#)
[Active picture events](#)