

# OnDragEnter

## OnDragEnter picture event

Declaration	<pre>ENTRY OnDragEnter(IN INT _refId, OUT BOOL _bAllow) ; akcie END OnDragEnter</pre>				
Parameters	<table><tr><td>_refId</td><td>For global handler - identifier of <a href="#">target</a> graphic object.</td></tr><tr><td>_bAllow</td><td>Defines whether a graphic object is able to process Drop operation.</td></tr></table>	_refId	For global handler - identifier of <a href="#">target</a> graphic object.	_bAllow	Defines whether a graphic object is able to process Drop operation.
_refId	For global handler - identifier of <a href="#">target</a> graphic object.				
_bAllow	Defines whether a graphic object is able to process Drop operation.				
Description	<p>Picture event is generated over a target graphic object when a user moves the mouse cursor on it for the first time during <a href="#">Drag</a> operation.</p> <p>There must be determined whether the target graphic object is able to process <a href="#">Drop</a> operation. This can be done globally if the graphic object cannot take a role of the target object, or based on the format of transferred data. The format can be get by the function <a href="#">%IsDragData</a>.</p> <p>If the data format is suitable for processing in the graphic object, the target object should enable <a href="#">Drop</a> operation through the parameter <i>_bAllow</i>. Based on this value, a mouse cursor icon, which indicates the possible completion of Drop operation, will be set.</p>				
Example	<pre>ENTRY OnDragEnter (IN INT _refID, OUT BOOL _bAllow)  ; test on admissibility of target object _bAllow := @FALSE  ; what type of data I have? I can work only with a text IF %IsDragData(0, _DF_TEXT) THEN _bAllow := @TRUE END IF END OnDragEnter</pre>				



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