
Subject: Re: double-click in EditField

Posted by [Lance](#) on Tue, 16 Feb 2021 17:44:53 GMT

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Not sure if this is what you are looking for, but

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct Edx: EditField{  
    // typedef Edx CLASSNAME; (Not needed in new code)
```

```
    Edx(){};
```

```
    // encouraged to use c++11 new language feature
```

```
    // in new code to clearly manifest that you are
```

```
    // override a parent virtual function
```

```
    //
```

```
    void LeftDouble(Point p, dword keyflags)override
```

```
    {
```

```
        WhenLeftDouble(p,keyflags);
```

```
        // following line should be dispensible in this
```

```
        // particular case as I expect it does nothing
```

```
        //
```

```
        this->EditField::LeftDouble(p,keyflags);
```

```
    }
```

```
    // the following line introduce a new Event
```

```
    // and note how it comes to effect by calling it in the
```

```
    // overrided virtual.
```

```
    //
```

```
    Event<Point, dword> WhenLeftDouble;
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
    TopWindow app;
```

```
    app.SetRect(0, 0, Zx(500), Zy(500));
```

```
    Edx text;
```

```
    text.WhenLeftDouble<<[=](Point , dword){ PromptOK("ok"); };
```

```
        app.Add(text.LeftPos(12,234).TopPos(63,21));
```

```
    text.SetText( "double click here");
```

```
    app.Run();
```

```
}
```
