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Subject: Re: How to duplicate line.  
Posted by [Klugier](#) on Fri, 19 Sep 2014 20:22:13 GMT  
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Hello Mirek,

I think that current implementetion dosen't work as good as it can. So correct implementation should look like this (Pleace notice that I don't know that it dosen't break rectangular selection):

```
void TextCtrl::Copy()
{
    WString txt;

    int l, h;
    if(!GetSelection(l, h) && !IsAnySelection()) {
        int i = GetLine(cursor);
        l = GetPos(i);
        h = l + line[i].GetLength();
        txt = "\n";
    }
    if(IsRectSelection())
        txt = CopyRectSelection();
    else
        txt += GetW(l, h - l);
    ClearClipboard();
    AppendClipboardUnicodeText(txt);
    AppendClipboardText(txt.ToString());
}
```

// File CtrlLib/Text.cpp

New line is genereting by adding simply assignment. One thing is important here, we cannot add + 1 to h local variable, beacuse we don't want to copy line ending new line!!! Can you check this and review this code?

P.S.

It seems that Text.cpp file needs code standarization, because all function opening brakets beggining in the same line where the function name is. More in diff... This implementation works exactly the same like this in Notepad++ (CTRL+D) or Visual Studio(CTRL+C + CTRL+V).

Sincerely,  
Klugier

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### File Attachments

1) [TextLineDuplicationFix.diff](#), downloaded 582 times

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