
Subject: Re: X11 middle mouse in own widget
Posted by [slashupp](#) on Fri, 04 Aug 2017 08:54:07 GMT
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Like most everything in Upp this turned out to be very simple & easy:

run the code below, double-click in the box and middle-click in some other editor to copy the text to that editor

then select==hilite some text somewhere and middle-click in the box to paste that text

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

using namespace Upp;

#define LAYOUTFILE <test_x11_midclick_cnp/test_x11_midclick_cnp.lay>
#include <CtrlCore/lay.h>

struct Box : public Ctrl
{
    typedef Box CLASSNAME;

    String text;

    Box()
    {
        AddFrame(ThinInsetFrame());
        text="something";
    }
    virtual ~Box() {}
    virtual void Paint(Draw &drw)
    {
        drw.DrawText(10,10, text);
    }
    virtual String GetSelectionData(const String &fmt) const
    {
        return text;
    }
    virtual void LeftDouble(Point p, dword kf)
    {
        SetSelectionSource(ClipFmtsText());
    }
    virtual void MiddleDown(Point p, dword kf)
    {
        if(AcceptText(Selection()))
        {
            text=GetString(Selection());
        }
    }
}
```

```

    Refresh();
}
};

struct test_x11_midclick_cnp : public TopWindow
{
    typedef test_x11_midclick_cnp CLASSNAME;

    //EditString eb;
    Box box;

    test_x11_midclick_cnp();
};

test_x11_midclick_cnp::test_x11_midclick_cnp()
{
    Title("test_x11_midclick_cnp");
    SetRect(0,0,300,300);
    Sizeable();
    CenterScreen();

    //Add(eb.LeftPosZ(10, 200).TopPosZ(10, 20));
    Add(box.LeftPos(10,200).TopPos(40,200));
}

GUI_APP_MAIN
{
    test_x11_midclick_cnp().Run();
}

```

I was looking for complexity where there was none!

Thx mirek