
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();
}
```
