Subject: X11 middle mouse copy paste in own widget [SOLVED]
Posted by slashupp on Fri, 04 Aug 2017 05:26:33 GMT
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(Leaving this here for someone else with same problem)

All i can find searching this forum is that it is supported (
https://www.ultimatepp.org/forums/index.php?t=rview&th=2 383&goto=9803)

How do I implement/support/handle this in my own widget derived from Ctrl?

Cannot find how it's done in uppsrc - must be searching for wrong keywords..

found "GetSelectionData()" and overrode in my widget but it is never called

According to info on web X11 uses PRIMARY for this (CLIPBOARD for normal cut&paste)
and I found mention of this in uppsrc:gdkselection.h:GDK_SELECTION_PRIMARY
but not how to make use of it

Please help

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
