Subject: double-click in EditField
Posted by BetoValle on Tue, 16 Feb 2021 14:43:51 GMT
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Hi,

in the EditField class I didn't identify an event
WhenLeftDouble, and I wonder if there is a way
better than the rewrite according to the example below?

```
struct Edx: EditField{
  typedef Edx CLASSNAME;
 Edx(){};
 virtual void LeftDouble(Point p, dword keyflags)
 {
  PromptOK("ok");
 }
};

GUI_APP_MAIN
{
 TopWindow  app;
 app.SetRect(0, 0, Zx(500), Zy(500));
 Edx text;
       app.Add(text.LeftPos(12,234).TopPos(63,21));
 text.SetText( "double click here");
 app.Run();
}
```

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();
}
```

Subject: Re: double-click in EditField
Posted by BetoValle on Tue, 16 Feb 2021 20:39:55 GMT
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very good! Thanks

I took advantage of this same logic for a Label and I was not able to produce the double click effect.
Label has some peculiarity in relation to EditField?

```
   struct: Label{
 Lb(){};
 void LeftDouble(Point p, dword keyflags)override
 {
  WhenLeftDouble(p,keyflags);
 }
 Event<Point, dword> WhenLeftDouble;
   };
```

Subject: Re: double-click in EditField
Posted by BetoValle on Tue, 16 Feb 2021 20:55:52 GMT
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Hi,

 in Label this work! very god mirek! https://
www.ultimatepp.org/forums/index.php?t=msg&th=7912&go to=44362&

 (to activate the mouse, use NoIgnoreMouse() in constructor)

```
struct Lb: Label{ // Label LeftDouble double-click
 Lb(){ NoIgnoreMouse(); };

 void LeftDouble(Point p, dword keyflags)
 {
    WhenLeftDouble(p,keyflags);
  this->Label::LeftDouble(p,keyflags);
 }
 Event<Point, dword> WhenLeftDouble;
};
```

Thanks

Subject: Re: double-click in EditField
Posted by Lance on Wed, 17 Feb 2021 22:37:09 GMT
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Thanks for sharing. I didn't know that!