
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 NolgnoreMouse() in constructor)

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

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!
