U++ - Bug #153
FrameBuffer rainbow - clipboard seems to only transfer the first letter of text

11/04/2011 01:39 PM - Miroslav Fidler

Status:	Approved		**Start date:**	11/04/2011
Priority:	High		**Due date:**	
Assignee:	Miroslav Fidler		**% Done:**	100%
Category:	Rainbow		**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

History

#1 - 11/07/2011 05:43 PM - Miroslav Fidler

- Priority changed from Normal to High

#2 - 11/08/2011 10:48 AM - Sender Ghost

- Category set to Rainbow

I tested it inside **UWord** example for **WinFB** rainbow backend.

#3 - 11/08/2011 10:48 AM - Sender Ghost

Not reproduced here.

#4 - 11/08/2011 10:54 AM - Sender Ghost

Mistake. Reproduced for **EditString** Ctrl.

#5 - 11/08/2011 06:32 PM - Sender Ghost

I found possible cause of this:

```
void AppendClipboardUnicodeText(const WString& s)
{
    AppendClipboard("wtext", (byte *)~s, 2 * s.GetLength());
}
```

The input **s** is correct. RLOG(s) returns the string, which was copied.

But output is wrong. It contains '\0' character on each even index.

#6 - 11/10/2011 01:49 AM - Sender Ghost

- File 153_rainbow.diff added

- Status changed from New to Patch ready

- Assignee set to Miroslav Fidler

- % Done changed from 0 to 100

Actually, the cause of the problem was in [different place](#).

Also fixed for **WINGL** rainbow backend.

#7 - 11/11/2011 10:18 AM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files

153_rainbow.diff	826 Bytes	11/10/2011	Sender Ghost