

## U++ - Bug #778

### Turtle LeftRepeat dosen't work

05/08/2014 06:53 PM - Zbigniew Rebacz

<b>Status:</b>	Rejected	<b>Start date:</b>	05/08/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Zbigniew Rebacz	<b>% Done:</b>	0%
<b>Category:</b>	Turtle	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
It seems that LeftRepeat is not implemented in current Turtle version (I tested it with Chrome & Firefox).			

#### History

##### #1 - 05/29/2014 08:29 AM - Miroslav Fidler

- Assignee set to Zbigniew Rebacz

I am unable to reproduce this. I have tested in Windows, with WebWord, double-clicking on words - seems to work in all 3 browsers (IE, FF, CH).

Can you please describe the exact procedure to reproduce this problem, please?

##### #2 - 05/31/2014 02:03 AM - Zbigniew Rebacz

Here is my code maybe it can help: (This is map editor for 2D platformer game - the idea of this method is that you can add new elements to the game map by holding left button)

```
void EditorCtrl::LeftDown(Point p, dword keyflags)
{
    Element* element = findElement(p);
    if (!lock && element != NULL) {
        Point pos = findElementPos(p);

        if (mode == EditMode && toolMaterial != NULL) {
            element->setColor(toolMaterial->getColor());
            Refresh();
        }
        else if (mode == DestroyMode) {
            *element = Element();
            Refresh();
        }
        else if (mode == StartMode) {
            if (pos != level.getEnd()) {
                level.setStart(pos);
                Refresh();
            }
        }
        else if (mode == EndMode) {
            if (pos != level.getStart()) {
                level.setEnd(pos);
                Refresh();
            }
        }
    }
}
```

```

    }
}
}
}

void EditorCtrl::LeftRepeat(Point p, dword keyflags)
{
    LeftDown(p, keyflags);
}

```

### #3 - 05/31/2014 02:53 PM - Zbigniew Rebacz

- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

### #4 - 06/09/2014 05:10 PM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

Hard to say. I cannot reproduce the problem based on the code posted. I have tested this:

```

struct MyApp : TopWindow {
    int n;

    void Paint(Draw& w) {
        w.DrawRect(GetSize(), White());
        w.DrawText(10, 10, AsString(n));
    }

    virtual void LeftDown(Point p, dword keyflags)
    {
        n++;
        Refresh();
    }

    virtual void LeftRepeat(Point p, dword keyflags)
    {
        LeftDown(p, keyflags);
    }
};

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);

    MemoryLimitKb(100000000); // Perhaps a good idea to set a limit to prevent DDoS
    Ctrl::connection_limit = 50; // Maximum number of concurrent users (preventing DDoS)

#ifdef _DEBUG
    Ctrl::debugmode = true; // Only single session in debug (no forking)
#endif
}

```

```
// Ctrl::WhenDisconnect = callback(FinishApp); // Use this to gracefully exit (save data?)
```

```
#ifndef _DEBUG
```

```
    Ctrl::host = "eventcraft.eu";
```

```
#endif
```

```
    if(Ctrl::StartSession()) {
```

```
//    PromptOK("[^http://www.ultimatepp.org^ LINK");
```

```
    MyApp().Run();
```

```
    Ctrl::EndSession();
```

```
    }
```

```
    LOG("Session Finished");
```

```
    }
```

Seems to work just fine...

My guess is that either some very special case, or you have some other problem in your code.

**#5 - 09/21/2014 02:24 PM - Zbigniew Rebacz**

*- Status changed from New to Rejected*