

## Ryzom - Feature # 1038

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	kervala	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	07/28/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	11/06/2010	<b>Due date:</b>	
<b>Subject:</b>	Implement copy/paste for Linux		
<b>Description</b>			
Currently, Copy/paste is only supported under Windows.			
To implement it under Linux, we need to catch/send X events in OpenGL driver, so copy/paste code should be moved to 3D drivers.			

### History

#### #1 - 10/15/2010 09:41 pm - Naush

- File *1038\_merged\_head.patch* added

Here is a broken by design copy/paste for Linux

#### Q&A

- Windows : Compile fine D3D and OGL driver, tested D3D on login page no problem (ATI gfx card = balck screen under OGL)
- Mac OSX: compile fine
- Linux : Tested IG with no special condition. No timeout for the momment.

It's broken by design because it's rely on `prepareSelectionContent()`.

This function is subject to time out and can miss some information.

Another way to implement it, is to modify API and use a `CPasteCallback`. So paste operation prototype will be : `pasteTextFromClipboard(ucstring &text, CPasteCallBack*)`

And a mutli event emitter will trigger the CB, when information can be copied.

If you have a better way ? ... :)

#### #2 - 10/16/2010 07:10 pm - kervala

- Status changed from *New* to *Assigned*

- Assignee set to *kervala*

#### #3 - 10/16/2010 10:52 pm - kervala

- % Done changed from *0* to *90*

#### #4 - 10/17/2010 05:49 pm - kervala

Thanks a lot for your patch :)

First, I wanted to implement a system with callback as you suggested, but I tried something else.

I sent some `CEventChar` with selection text and it almost worked (only carriage returns were not recognized) and finally I implemented a `CEventString` NeL event.

So when you call `pasteTextFromClipboard` and it returns true, you can get the `ucstring` directly and if it returns false, it did the request but you will get it later if you listen for `CEventString`.

That seems to work fine under Linux and Windows :)

And for Mac OS, we'll be able to use both sync or async paste (I don't know how it's managed) :)

**#5 - 10/17/2010 11:26 pm - kerval**

- *Target version set to Version 0.8.0*

- *% Done changed from 90 to 100*

**#6 - 10/17/2010 11:26 pm - kerval**

- *Status changed from Assigned to Resolved*

**#7 - 11/06/2010 09:19 am - kerval**

- *Status changed from Resolved to Closed*

**Files**

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1038_merged_head.patch	16.9 kB	10/15/2010	Naush
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