Ryzom - Bug # 1273

Status:	Closed	**Priority:**	Normal
Author:	vl	**Category:**	OS: Mac
Created:	04/18/2011	**Assignee:**	vl
Updated:	12/07/2011	**Due date:**	
Subject:	shift enter doesn't works on shops on mac		

Description

In a shop, when you sell your object with SHIFT+ENTER, it's expected
to have an immediate sell, not re-sell to other players. However,
SHIFT+ENTER do a re-sell. The only way to have a direct sell (thus
destroying the object) is by clicking its button on the screen.

History

#1 - 04/18/2011 10:05 am - vl

Suggested patch, like on unix event emitter, we give the key modifier to the char event:

```
diff -r 2b5a5812d746 code/nel/src/3d/driver/opengl/mac/cocoa_event_emitter.cpp
--- a/code/nel/src/3d/driver/opengl/mac/cocoa_event_emitter.cpp Mon Mar 21 10:29:22 2011 -0500
+++ b/code/nel/src/3d/driver/opengl/mac/cocoa_event_emitter.cpp Mon Apr 18 10:01:42 2011 +0200
@@ -359,7 +359,7 @@
        // push the key press event to the event server
        server->postEvent(new NLMISC::CEventKeyDown(
            virtualKeycodeToNelKey([event keyCode]),
-            modifierFlagsToNelKeyButton([event modifierFlags]),
+             modifiers,
            [event isARepeat] == NO, this));

        // if this was a text event
@@ -372,7 +372,7 @@

            // push the text event to event server as well
            server->postEvent(new NLMISC::CEventChar(
-                ucstr[0], NLMISC::noKeyButton, this));
+                 ucstr[0], modifiers, this));
        }
        break;
    }
@@ -381,7 +381,7 @@
        // push the key release event to the event server
        server->postEvent(new NLMISC::CEventKeyUp(
            virtualKeycodeToNelKey([event keyCode]),
-            modifierFlagsToNelKeyButton([event modifierFlags]), this));
+             modifiers, this));
        break;
    }
    case NSFlagsChanged:break;
```

#2 - 04/18/2011 09:31 pm - rti

The first and the last change are obviously ok. I just forgot to update those lines when i added the local var modifiers.

The second change, which should be the one which really fixes the issue, is interesting. I would have never thought that the merchant window listens to CEventChar. I would have expected it to listen to CEventKeyDown / CEventKeyUp and thought CEventChar events are only used for real text input like chatting. But well, seems like I was wrong. So I think the patch is good. :)

#3 - 04/18/2011 10:16 pm - vl

The issue #1137 was the same for linux and the patch is also almost the same. I'll commit it tomorrow.

#4 - 04/18/2011 11:06 pm - rti

Ok. Thanks for fixing my bugs :)

#5 - 06/01/2011 01:13 am - vl
- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r1563.

#6 - 06/09/2011 11:00 am - vl

Applied in changeset r1563.

#7 - 12/07/2011 02:38 pm - sfb
- Status changed from Resolved to Closed