Ryzom - Feature # 1359

Status:	Closed	**Priority:**	Normal
Author:	GelluleX	**Category:**	NeL: General
Created:	09/18/2011	**Assignee:**	sfb
Updated:	05/11/2012	**Due date:**	
Subject:	Implement a simple text copy/paste for within Ryzom, for the mac version.		
Description			

This is not yet implemented, but the stubs are already in the code. The idea is to just have the copy/paste string kept in a temporary member of the CCocoaEventEmitter class.

History

#1 - 09/19/2011 09:18 am - GelluleX

- File patch2.diff added

Actually version 2 of the patch is a bit better. It uses NSPasteboard to also be able to copy/paste in and out of Ryzom.

Try it with TextEdit, it worked for me.

Cheers,

#2 - 12/07/2011 03:56 am - sfb

- Category set to NeL: General

- Status changed from New to Assigned

- Assignee set to sfb

- Target version set to Version 0.9.0

GelluleX,

Thank you for the patch submission. Anything I should know before I commit it?

#3 - 12/07/2011 08:04 am - GelluleX

Nothing special. I have found any issue with it. Tested it on the live Ryzom server without issue.

Cheers,

#4 - 12/07/2011 02:54 pm - sfb

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset commit:1e8ea8f00153.

#5 - 05/11/2012 04:30 pm - sfb

- Status changed from Resolved to Closed

Files

patch.diff	1.5 kB	09/18/2011	GelluleX
patch2.diff	1.4 kB	09/19/2011	GelluleX