Ryzom - Feature # 1038

Status:	Closed	Priority:	High
Author:	kervala	Category:	OS: GNU/Linux
Created:	07/28/2010	Assignee:	kervala
Updated:	11/06/2010	Due date:	
Subject:	Implement copy/paste for Linux		
Description			

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 - kervala

- Target version set to Version 0.8.0

- % Done changed from 90 to 100

#6 - 10/17/2010 11:26 pm - kervala

- Status changed from Assigned to Resolved

#7 - 11/06/2010 09:19 am - kervala

- Status changed from Resolved to Closed

Files

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