

## Ryzom - Feature # 1359

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