



Logged in as: *brutzman* (Don Brutzman - developer) 2018-02-28 09:46 PST Project: X3D

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ID	Project	Category	View Status	Date Submitted	Last Update
0001214	X3D	19775-1 (Abstract)	public	2018-02-14 05:52	2018-02-28 09:46
Reporter	walroy				
Assigned To	brutzman				
Priority	normal	Severity	minor	Reproducibility	N/A
Status	feedback	Resolution	open		

Summary 0001214: 21.4.2 StringSensor - OS clipboard copying to/from StringSensor

Description -- Submitter indicates that this comment may be public: *Yes* --

Comment on 19775-1: Abstract X3D Definitions - V3.3
 21.4.2 stringsensor
<http://www.web3d.org/documents/specifications/19775-1/V3.3/Part01/components/keyboard.html#StringSensor>

I found I could copy & paste to/from the operating system clipboard via StringSensor when designing a textbox widget in x3d, in a desktop (non-html profile) web3d browser. Seems handy and not too hard to implement. There were a few issues. Pasting worked well. But copying from StringSensor could only copy out text typed in during the session, since StringSensor fields are outputOnly - so no in-scene initialization text could be copied out. And I found it helped to add a field to StringSensor
 SFBool initializeOnly singleton TRUE
 So StringSensors marked this way would automatically disable other StringSensors when enabled, so only one enabled at a time, much like GUI textboxes. And I wondered if there should be another node just for copy and paste, and with selection range and edit caret, although I haven't thought things through. Maybe with dual SF and MF string output fields to avoid a utility node when routing to a text node.

Additional Information Submitted on Monday, 2018, January 1 - 8:13pm by (Doug Sanden)
IP: 104.205.111.195

See: <http://www.web3d.org/node/1694/submission/1652>

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Notes

~0002270 -- Submitter indicates that this comment may be public: *Yes* --

walroy

(developer)
2018-02-14
05:58

Comment on 19775-1: Abstract X3D Definitions - V3.3
21.4.2 StringSensor

<http://www.web3d.org/documents/specifications/19775-1/V3.3/Part01/components/keyboard.html#StringSensor>

addendum to previous comment > StringSensor in TextBox usage scenario:
<http://dug9.users.sourceforge.net/web3d/tests/DIS/UI/TextboxWidget.x3d>

Submitted on Tuesday, 2018, January 2 - 5:47am
by (Doug Sanden)
IP: 104.205.111.195

See: <http://www.web3d.org/node/1694/submission/1655>

~0002280

brutzman

(developer)
2018-02-28
09:23

Last edited:
2018-02-28
09:46

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This issue contains multiple suggestions. Initial review follows.

a. OS drag+drop for copy/paste is desirable. Speech-to-text might also aid in accessibility. Specification says:

"A StringSensor node generates events as the user presses keys on the keyboard."

Consider adding "A browser implementation may optionally support copy/paste from the system clipboard, or speech-to-text input, as enteredText and finalText values in lieu of keyboard input."

b. Regarding "no in-scene initialization text could be copied out." Any default string value might instead be placed in the target of the StringSensor output. Thus no initial value needed for enteredText/finalText.

c. An author might want multiple StringSensor nodes, choosing when to enable/disable each. Simultaneous operation might be desirable. Further an author can achieve "singleton" status among multiple StringSensor nodes by ROUTEing each enable field to other StringSensor nodes via a BooleanToggle node. Thus no new field such as "singleton" needs to be added.

d. StringSensor needs to have a "description" field similar to other sensor nodes. We might further require browsers to indicate when KeySensor and StringSensor are active, further displaying the description to express author's intent. Hopefully this approach can be comparable to best practices for HTML forms.

Improved design also needs to consider W3C accessibility guidelines, both for thoroughness and HTML compatibility.

* WAI-ARIA Overview Web Accessibility Initiative W3C

* <https://www.w3.org/WAI/intro/aria>

~0002281

brutzman

(developer)
2018-02-28
09:25

Need discussion on x3d-public list.

~0002282

RFPuk

(developer)

I suggest adding a "prompt" field which displays prompt text in an implementation-dependent manner. The prompt would appear when the node is enabled and disappear by the time the entry is completed.

I also support a "description" field but think it can be confusing to add additional semantics to an existing (in other nodes) field that is not universally applied. In addition, the content of a description field might not be the

2018-02-28 09:27 same as the content of a "prompt".
 Last edited: 2018-02-28 09:42

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Issue History

Date Modified	Username	Field	Change
2018-02-14 05:52	walroy	New Issue	
2018-02-14 05:58	walroy	Note Added: 0002270	
2018-02-28 09:23	brutzman	Note Added: 0002280	
2018-02-28 09:25	brutzman	Assigned To	=> brutzman
2018-02-28 09:25	brutzman	Status	new => feedback
2018-02-28 09:25	brutzman	Note Added: 0002281	
2018-02-28 09:27	RFPuk	Note Added: 0002282	
2018-02-28 09:28	brutzman	Note Edited: 0002280	View Revisions
2018-02-28 09:30	brutzman	Note Edited: 0002280	View Revisions
2018-02-28 09:34	RFPuk	Note Edited: 0002282	View Revisions
2018-02-28 09:35	RFPuk	Note Edited: 0002282	View Revisions
2018-02-28 09:38	brutzman	Note Edited: 0002280	View Revisions
2018-02-28 09:39	brutzman	Note Edited: 0002280	View Revisions
2018-02-28 09:42	RFPuk	Note Edited: 0002282	View Revisions
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