
Subject: [FEATURE] Add submenu "Macro /Edit" to package that use usc macro (patch included)

Posted by [omari](#) on Thu, 02 Jun 2016 11:12:44 GMT

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Hi,

by default, a macro file can reside outside from package that using it, in this case, editing a macro, necessit using a file explorer and a manuel search.

it is usefull if we can edit a macro file from inside theide, from any package that use this macro.

this is the objectif of this pach.

the patch:

1 - file ide/Core/Core.h, line 146
add a new field "filename" to the struct IdeMacro

```
struct IdeMacro {  
    IdeMacro();  
  
    int hotkey;  
    String menu;  
    String submenu;  
    EscValue code;  
    String filename; // added field  
};
```

2 - file ide/Common/Util.cpp, line 177
set filename for each IdeMacro from CParser::GetFileName

```
static void ReadMacro(CParser& p)  
{  
    IdeMacro macro;  
  
    macro.filename = p.GetFileName(); // added line  
  
    if(p.IsString()) {
```

3 - file ide/idebar.cpp, line 293
add a menu separator, and the "Edit" menu:

```

void Ide::MacroMenu(Bar& menu)
{
    const Array<IdeMacro>& mlist = UscMacros();
    if(!mlist.IsEmpty() && menu.IsMenuBar()) {
        VectorMap< String, Vector<int> > submenu_map;
        for(int i = 0; i < mlist.GetCount(); i++) {
            const IdeMacro& m = mlist[i];
            if(!IsNull(m.menu)) {
                if(IsNull(m.submenu))
                    submenu_map.GetAdd(Null).Add(i);
                else
                    submenu_map.GetAdd(m.menu).Add(i);
            }
        }
        if(!submenu_map.IsEmpty()) {
            Vector<int> order = GetSortOrder(submenu_map.GetKeys());
            for(int o = 0; o < order.GetCount(); o++) {
                String m = submenu_map.GetKey(order[o]);
                Vector<int>& mx = submenu_map[order[o]];
                ValueArray va;
                for(int i = 0; i < mx.GetCount(); i++)
                    va.Add(mx[i]);
                if(!IsNull(m))
                    menu.Add(m, THISBACK1(EditMacroMenu, va));
                else
                    EditMacroMenu(menu, va);
            }
        }
    }
}

```

```

static SortedIndex<String> files;           // the added code START HERE
files.Clear();
for(int i = 0; i < mlist.GetCount(); i++)
    files.FindAdd(mlist[i].filename);

```

```
Event<Bar&> ev;
```

```

ev <<
 [&](Bar& b)
 {
     for(int i = 0; i < files.GetCount(); i++)
         b.Add(files[i], THISBACK1(EditFile, files[i]));
 }
 ;

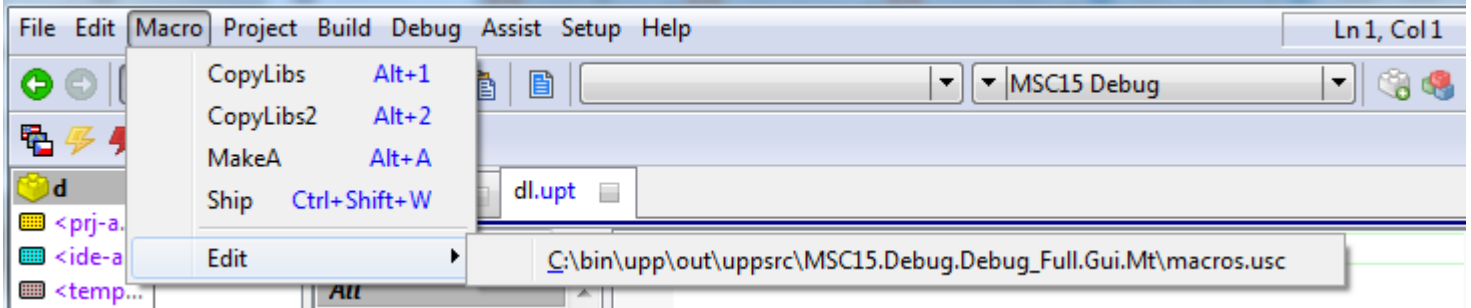
```

```
menu.Separator();
```

```
menu.Add("Edit", ev);                // the added code END HERE
}
}
```

File Attachments

1) [macro.png](#), downloaded 675 times



Subject: Re: [FEATURE] Add submenu "Macro /Edit" to package that use usc
macro (patch included)

Posted by [Klugier](#) on Sun, 12 Jun 2016 19:17:19 GMT

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Hello,

It seems interesting to me. Can you post your package with macro. I want to test how macros works. I have never tried it before.

I think you can use something like this: (It is new in place bar lambda callbacks added by Mirek in recently version of upp):

```
bar.Sub("Macro", [=](Bar& subBar) {
    for(int i = 0; i < files.GetCount(); i++)
        subBar.Sub(files[i], [=] { EditFile(files[i]) });
});
```

It would be good at least for me if you post diff here. Make sure you checkout official upp mirror - more information you can find in updated article about svn [http://www.ultimatepp.org/www\\$uppweb\\$svnInstall\\$en-us.html](http://www.ultimatepp.org/www$uppweb$svnInstall$en-us.html). I updated this site how to generates diff. It will be available tomorrow.

Sincerely,
Klugier

Subject: Re: [FEATURE] Add submenu "Macro /Edit" to package that use usc macro (patch included)

Posted by [omari](#) on Mon, 13 Jun 2016 12:29:48 GMT

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Hi Klugier,

Attached my macro file, you can put it in your upp directory.

in order to use macros in all projects, the macro file shall be in the theide bin directory, or in UppLocal directory.

a macro file in a package is visible only in it's package.

for more info about macro, see reference/Macro.

here the diff:

Index: C:/upp/uppsrc/ide/Common/Util.cpp

```
=====
--- C:/upp/uppsrc/ide/Common/Util.cpp (revision 9938)
+++ C:/upp/uppsrc/ide/Common/Util.cpp (working copy)
@@ -174,6 +174,7 @@
```

```
static void ReadMacro(CParser& p)
{
    IdeMacro macro;
+ macro.filename = p.GetFileName();
    if(p.IsString()) {
        macro.menu = p.ReadString();
        if(p.Char(':'))
```

Index: C:/upp/uppsrc/ide/Core/Core.h

```
=====
--- C:/upp/uppsrc/ide/Core/Core.h (revision 9938)
+++ C:/upp/uppsrc/ide/Core/Core.h (working copy)
@@ -152,6 +152,7 @@
```

```
String menu;
String submenu;
EscValue code;
+ String filename;
};
```

```
ArrayMap<String, EscValue>& UscGlobal();
```

Index: C:/upp/uppsrc/ide/idebar.cpp

```
=====
--- C:/upp/uppsrc/ide/idebar.cpp (revision 9938)
+++ C:/upp/uppsrc/ide/idebar.cpp (working copy)
@@ -289,6 +289,20 @@
```

```
    EditMacroMenu(menu, va);
}
}
```

```
+
+ menu.Separator();
+ menu.Sub("Edit",
+ [&](Bar& b) {
+     SortedIndex<String> files;
+     for(int i = 0; i < mlist.GetCount(); i++) {
+         if(files.Find(mlist[i].filename) < 0) {
+             String filename = mlist[i].filename;
+             files.Add(filename);
+             b.Add(filename, [filename, this]() { EditFile(filename); } );
+         }
+     }
+ }
+ );
}
```

File Attachments

1) [macros.usc](#), downloaded 351 times

Subject: Re: [FEATURE] Add submenu "Macro /Edit" to package that use usc macro (patch included)

Posted by [Klugier](#) on Mon, 13 Jun 2016 18:46:35 GMT

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Hello Omari,

I putted your macro to my test package and ide shows it fines. Then i removed it and put it where ide binary resident. But nothing has happed (I tried to do this on Linux). Is it TheIDE bug or it is Linux related? One more question - where can I find UppLocal directory - seems it doesn't exist on my machine.

Can you post diff as single file? Current solution will probably applied spaces instead of tabs. I think you force limit of file attached per message

Sincerely and thanks in advanced,
Klugier

Subject: Re: [FEATURE] Add submenu "Macro /Edit" to package that use usc macro (patch included)

Posted by [omari](#) on Wed, 15 Jun 2016 09:50:45 GMT

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Hello Klugier,

theide search for macro files in:

```
UscProcessDir(GetLocalDir());  
UscProcessDir(GetFileFolder(ConfigFile("x")));
```

on Windows (when theide.exe is in c:\upp),

```
GetLocalDir() : c:\upp\UppLocal  
GetFileFolder(ConfigFile("x")) : c:\upp
```

on Linux (based on the code source)

```
GetLocalDir() : ~/.upp/theide/UppLocal/  
GetFileFolder(ConfigFile("x")) : ~/.upp/theide/
```

File Attachments

1) [macro.diff](#), downloaded 313 times
