
Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mirek](#) on Tue, 25 Sep 2007 14:01:55 GMT

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Well, nevermind how do you want to call that color, it is now fixed...

Quick fix: (would be nice to test it thoroughly...):

CodeEditor/CodeEditor.cpp:

```
bool NotEscape(int pos, const WString& s)
{
    return pos == 0 || s[pos - 1] != '\\' ? true : !NotEscape(pos - 1, s);
}

void CodeEditor::CheckBracket(int li, int pos, int ppos, int pos0, WString ln, int d, int limit)
{
    int li0 = li;
    int lvl = 1;
    pos += d;
    ppos += d;
    for(;;) {
        int c;
        for(;;) {
            while(pos < 0 || pos >= ln.GetLength()) {
                li += d;
                if(d * li >= d * limit)
                    return;
                ln = GetWLine(li);
                pos = d < 0 ? ln.GetLength() - 1 : 0;
                ppos += d;
            }
            c = ln[pos];
            if((c == '\"' || c == '\\') && (NotEscape(pos, ln) && ln[pos - 1] != '\\')) {
                pos += d;
                ppos += d;
                int lc = c;
                while(pos < ln.GetLength() && pos > 0) {
                    if(ln[pos] == lc && NotEscape(pos, ln)) {
                        pos += d;
                        ppos += d;
                        break;
                    }
                    pos += d;
                    ppos += d;
                }
            }
        }
    }
}
```

```
    else
        break;
}
if(islbrkt(c))
    lvl += d;
if(isrbrkt(c))
    lvl -= d;
if(lvl <= 0) {
    highlight_bracket_pos0 = pos0;
    highlight_bracket_pos = ppos;
    RefreshLine(li);
    RefreshLine(li0);
    bracket_start = GetTimeClick();
    return;
}
pos += d;
ppos += d;
}
}
```
