
Subject: Re: What is the best: a separate UppCodeEditor or expanding the existing?

Posted by [fudadmin](#) on Thu, 30 Mar 2006 20:15:04 GMT

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But where to insert the code for popup context menu?

I've made my DialectCodeEditor derived from CodeEditor with adjusted HighlightLine and extra menu items.

something like this:

```
class DEditor : public CodeEditor {  
  
    virtual void HighlightLine(int line, Vector<LineEdit::Highlight>& hl, int pos);  
public:  
    void OnListMenu(Bar& bar);  
    void ToolEditInsert(Bar& bar);  
    void testInsert();  
  
    typedef DEditor CLASSNAME;  
  
    DEditor();  
    ~DEditor() {}  
};
```

It works quite nicely (I rewrote HighlightLine implementation)

Why do you think I should use LineEdit?
