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

Posted by [fudadmin](#) on Thu, 30 Mar 2006 22:40:16 GMT

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And then in idebar.cpp...

Quote:

```
void Ide::IdeEditorLocalMenu(Bar& menu)
{    //what items are needed put here?...
    menu.Add(AK_JUMPS, THISBACK(JumpS));
    menu.Add(AK_SWAPS, THISBACK(SwapS));
    menu.Add(AK_JUMPS, THISBACK(JumpS));
    menu.Separator();
    editor.StdBar(menu);
    //add extra item "customize menu..."
}
```

Thanks! ...Need to add some "if" logic here...

Edit: I mean, it works
