
Subject: Re: TheIDE Find/Replace
Posted by [fudadmin](#) on Tue, 09 Feb 2010 08:01:39 GMT
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koldo wrote on Tue, 09 February 2010 07:52Hello Mirek

Thank you for your improvements in the editor.

Now Ctrl-F has two behaviors:

- If no text is selected, it finds text
- If text is selected, it does a "Replace in Selection"

Is it a way to configure Ctrl-F for acting always as find text ?

Just to ask something additional , it would be useful if Ctrl-F (and Ctrl-Shift-F) would search for the selected text.

long time ago I was tired of pressing Ctrl_I to have inserted selected text into FindInFiles... so my version looks like this:

```
void Ide::FindInFiles() {
    stringstream ss;
    editor.SerializeFind(ss);
    ss.Open(ss.GetResult());
    SerializeFf(ss);
    String findsel = editor.IsSelection()? editor.GetSelection() : editor.GetWord();//aris002
    if (!findsel.IsEmpty()){
        ff.find<=& findsel;
        ff.find.AddHistory();
    }

    if(String(ff.folder).IsEmpty())
        ff.folder <=& GetUppDir();
    ff.style <=& STYLE_NO_REPLACE;
    ff.itext = editor.GetI(); //aris002 should not use this at all? or find 1more way?
    int c = ff.Execute();
    ss.Create();
    SerializeFf(ss);
    ss.Open(ss.GetResult());
    editor.SerializeFind(ss);
    if(c == IDOK && !String(ff.find).IsEmpty()) {
        Renumber();
        ff.find.AddHistory();
        ff.files.AddHistory();
        ff.folder.AddHistory();
        ff.replace.AddHistory();
    }
```

```

Progress pi("Found %d files to search.");
Vector<String> files;
SearchForFiles(files, NormalizePath((String)ff.folder, GetUppDir()), ~ff.files, pi);
if(!pi.Canceled()) {
    String pattern;
    if(ff.wildcards) {
        String q = ~ff.find;
        for(const char *s = q; *s; s++)
            if(*s == '\\') {
                s++;
                if(*s == '\\0') break;
                q.Cat(*s);
            }
        else
            switch(*s) {
                case '*': pattern.Cat(WILDANY); break;
                case '?': pattern.Cat(WILDONE); break;
                case '%': pattern.Cat(WILDSPACE); break;
                case '#': pattern.Cat(WILDNUMBER); break;
                case '$': pattern.Cat(WILDID); break;
                default: pattern.Cat(*s);
            }
    }
    else
        pattern = ~ff.find;
    pi.SetTotal(files.GetCount());
    ShowConsole();
    console.Clear();
    pi.SetPos(0);
    int n = 0;
    for(int i = 0; i < files.GetCount(); i++) {
        pi.SetText(files[i]);
        if(pi.StepCanceled()) break;
        if(!SearchInFile(files[i], pattern, ff.wholeword, ff.ignorecase, n))
            break;
    }
    console << Format("%d occurrence(s) have been found.\n", n);
}
SetErrorEditor();
}

```

it selects a word where the caret is. Should work if I haven't missed anything else