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Subject: Re: CopyWord; SwapChars  
Posted by [gprentice](#) on Sun, 23 Apr 2006 18:40:16 GMT  
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luzr wrote on Mon, 24 April 2006 00:57 Thanks. Just curious - how do you activate those functions? (hotkeys?)

As for 4 pieces on clipboard, that is quite believable - we are putting Unicode and "system page" versions, Win32 then automagically creates other formats from them.

Mirek

Oops, looks like I forgot  
if(IsReadOnly()) return;  
at the start of SwapChars.

I guess SwapChars would be better in LineEdit class anyway, since it's not C++ specific.

Nope, I have it hard coded in CodeEditor::Key at present. I didn't go to the trouble of hotkeys as I wasn't sure if this code would make it into upp sources. Of course I'd definitely like a hotkey option for it but I see that involves quite a few changes. I don't blame you for being reluctant to let people modify sources, especially CodeEditor - I don't think I even really want to. I was hoping it would be an easy thing to copy in from the code I posted.

Ideally, maybe something like an "Others" item on the Edit menu which would give sub-menu of Swap chars, copy word, move line up/down, upper case, lower case ...

Otherwise, I guess it could go in Ide::Key - I'm wondering why that uses editor (an AssistEditor) and not editor2 (CodeEditor) ??

BTW - if save file checked isreadonly() before writing, it would provide a mechanism for avoiding changing a file - currently if you make a change to a file, there's no way to prevent it going to disk other than Ctrl Z/undo. (just a thought)

Graeme

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