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Subject: Re: Replace All

Posted by [oan1971](#) on Thu, 28 Oct 2010 06:34:58 GMT

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I do not know the old find / replace dialog, but I am too missing the "Replace All" feature.

After looking at the U++ sources it does not seem too hard to create it:

Adding a new member function to uppsrc/CodeEditor/FindReplace.cpp:

```
void CodeEditor::ReplaceAll()
{
    NextUndo();
    if(!findreplace.replacing)
        return;
    int l, h;
    if(GetSelection(l, h))
        return;
    CachePos(l);
    SetSelection(0, 0);
    const WString find = ~findreplace.find;
    const bool wholeword = findreplace.wholeword;
    const bool ignorecase = findreplace.ignorecase;
    const bool wildcards = findreplace.wildcards;
    for(;;) {
        if(!Find(false, find, wholeword, ignorecase, wildcards, true))
            break;
        int hh, ll;
        GetSelection(ll, hh);
        int d = Paste(GetReplaceText(~findreplace.replace, wildcards)) - (hh - ll);
        if (hh <= l)
            l = l + d;
        else if (ll < l)
            l = min(l, hh + d);
    }
    SetSelection(l, l);
    Refresh();
}
```

Adding a new "Replace All" button to the find / replace dialog in uppsrc/CodeEditor/CodeEditor.lay:

```
LAYOUT(IDEFindReplaceLayout, 408, 118)
ITEM(Label, dv___0, SetLabel(t_("Find:")).LeftPosZ(8, 46).TopPosZ(4, 19))
ITEM(WithDropChoice<EditString>, find, HSizePosZ(54, 8).TopPosZ(4, 19))
```

```
ITEM(Label, replace_lbl, SetLabel(t_("Replace:")).LeftPosZ(8, 46).TopPosZ(28, 19))
ITEM(WithDropChoice<EditString>, replace, HSizePosZ(54, 8).TopPosZ(28, 19))
ITEM(Option, wholeword, SetLabel(t_("&Whole word")).LeftPosZ(8, 76).BottomPosZ(40, 18))
ITEM(Option, ignorecase, SetLabel(t_("&Ignore case")).LeftPosZ(100, 76).BottomPosZ(40, 18))
ITEM(Option, wildcards, SetLabel(t_("&Wild&cards")).LeftPosZ(192, 68).BottomPosZ(40, 18))
ITEM(Button, amend, SetLabel(t_("&R&eplace")).LeftPosZ(8, 68).BottomPosZ(6, 24))
ITEM(Button, amendall, SetLabel(t_("&Replace &All")).LeftPosZ(80, 68).BottomPosZ(6, 24))
ITEM(Button, findback, SetLabel(t_("&Find Previous")).RightPosZ(160, 80).BottomPosZ(6, 24))
ITEM(Button, ok, SetLabel(t_("&Find Next")).RightPosZ(80, 76).BottomPosZ(6, 24))
ITEM(Button, cancel, SetLabel(t_("&Cancel")).RightPosZ(8, 64).BottomPosZ(6, 24))
END_LAYOUT
```

Setting up the new button in uppsrc/CodeEditor/FindReplace.cpp:

```
Adding amendall.Show(replacing); to FindReplaceDlg::Setup just after amend.Show(replacing);
and findreplace.amendall.Hide(); to CodeEditor::FindReplace after findreplace.amend.Hide();
```

Setting up the new function in uppsrc/CodeEditor/CodeEditor.h:

```
Adding void ReplaceAll(); to class CodeEditor just after void Replace();
```

Wiring the new button in uppsrc/CodeEditor/CodeEditor.cpp:

```
Adding findreplace.amendall <<= THISBACK(ReplaceAll); to CodeEditor::CodeEditor just after
findreplace.amendall <<= THISBACK(ReplaceAll);
```

The attached zip contains the changed files from uppsrc/CodeEditor (from release 2791).

I am not sure I got the CachePos call right. But it seems to work quite well for me.

Oliver

## File Attachments

1) [CodeEditor.zip](#), downloaded 318 times

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