Subject: Re: Assist for include files
Posted by raxvan on Fri, 04 Feb 2011 12:29:04 GMT

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Hmm ,
I think you have to look into the function void AssistEditor::ScanFrontFiles() and see what paths are chosen for the search.
The line Vector<String> tmp = SplitDirs(GetVar("UPP") + ';' + BuildMethodMap.Get("INCLUDE", "")); is supposed to get all of them.
Please check if function NativePath(tmp[i]+"*") will return the correct path.

The charset CHARSET_WIN1250 was chosen from the original assist. There, the function that inserted code into the source was "Paste(ToUnicode(txt, CHARSET_WIN1250))"

The icons are not final, i can easily change them , but i like the ones i used more .

Thanks,
Raxvan.