
Subject: Re: RFC : my first ESC macros
Posted by [gprentice](#) on Sat, 10 Dec 2005 22:04:18 GMT
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luzr wrote on Sat, 10 December 2005 08:56

Actually, there is unresolved issue with macro keys... The problem is that they are hardwired in the macro definition - that is good as long as you do not want to distribute macros, but comes short if we would like to add some macros to existing packages... (because users are free to redefine some key to the key assigned to macro).

I am not sure what is the right solution here....

I'm not sure I understand. Are you saying that it should be possible to assign a key to a macro without having to change the macro source?

If so, I'm wondering what kind of macros these would be e.g. editor functions that are worth distributing as macros would more likely be provided as built in (C++ code). If somebody takes the FindNextWord macro I wrote and changes it to assign their own key, then I put out another version, they have to reassign the key again in the macro code. I guess it would be nicer if there was a dialog (or even just a text file) that listed macro name : key assignment that overrode the macro code - it doesn't seem like a big problem though. Am I on the right track of what you're saying here?

I don't have a clear picture of how key bindings are handled at present and what overrides what. At some point, I'll dig into the source.

Did you notice my question about global variables in editor macros - is that possible at present - (it's ok if it's not)

Graeme