Subject: Re: mouse wheel, skipping)]}" chars
Posted by mirek on Mon, 22 Dec 2014 16:49:54 GMT

smxxms wrote on Wed, 10 December 2014 05:54Maybe i am not aware of these in ide,
but i find them quite usefull - especially with so little piece of code:

>>+=----------
mousewheel, numLinesToScroll read from system:
 at Assist.cpp void AssistEditor::MouseWheel(Point p, int zdelta, dword keyflags)
 int slines;
 SystemParametersInfo(SPI_GETWHEELSCROLLLINES, 0, &slines, 0);
 ...
 CodeEditor::MouseWheel(p, zdelta*slines, keyflags);

>>+=----------
when same char)]}" ahead_written - it's jumped over:
  if((code==')'||code==']'||code=='}'||code=='"') &&
code==GetChar(GetCursor()))SetCursor(GetCursor()+1);
    at CodeEditor.cpp: if(code >= 32 && code < 128 && count == 1) {

This is from sources v7936

smx

I have fixed the first issue (but correctly - your code is not platform independent). It is in trunk now.

I am not sure whether I like the second issue. Is there any mainstream editor that provides this
behaviour?

Mirek