Subject: Re: A small issue with CodeEditor
Posted by Klugier on Sat, 27 Feb 2016 19:53:27 GMT
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Hello cbpporter,

OK. Breakpoint can stay as it is, but we should have option to disable it. I think for app that only allows editing code this function is not necessary. So we should introduce function like "DebugerInterface(bool b);". What do you think?

Quote:
Aren't annotations off until you add them?

Right, annotations size is set by default to zero (look at EditorBar constructor). If you want to enable it you will probably need to use following method of EditorBar (CodeEditor/EditorBar.cpp):

```
void EditorBar::Annotations(int width)
{
 annotations = width;
 SyncSize();
}
```

Quote:
Right now I'm working on a mini code outline, like in Sublime text on the right in the image:
http://www.tecmint.com/wp-content/uploads/2013/09/Sublime-Te xt-3.png

I wish we have separate code editor app outside TheIDE - maybe "U++ Edit" :). Please notice that U++ code editor is super fast. In my opinion it works better than other tools like notepad++.

Sincerely,
Klugier