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Subject: [solved] Next CodeEditor misery: selecting highlighted text colors does not work

Posted by [cbpporter](#) on Wed, 11 May 2016 11:09:18 GMT

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I have an IDE inspired syntax highlight colors dialog and I'm using a straightforward colors table of ints to store the index of the colors I want to edit.

I'm using basically the same code from ide/Setup.cpp:

```
for(int i = 0; i < colors.GetCount(); i++) {
    int j = colors[i];
    editor.SetHLStyle(j, hlt.hlstyle.Get(i, 1), hlt.hlstyle.Get(i, 2),
                    hlt.hlstyle.Get(i, 3), hlt.hlstyle.Get(i, 4));
    //if (i == 2 || i == 3)
    // editor.SetColor(i, hlt.hlstyle.Get(i, 1));
}
```

All colors work except for index 2 and 3, which are the selected text ink and paper. Even setting them directly with a hardcoded value does not work for me and they are always white on blue.

Uncommenting the two commented lines as a hack works, but this causes the lower portion of CodeEditor, the region under the text, to be highlighted as selected.

I'll continue to investigate this very strange issue.

PS: I found a bunch of bugs with using underlined styles with highlighting. I'll see if I can find some fixes.

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