
Subject: [FEATURE] Add submenu "Macro /Edit" to package that use usc macro (patch included)

Posted by [omari](#) on Thu, 02 Jun 2016 11:12:44 GMT

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Hi,

by default, a macro file can reside outside from package that using it, in this case, editing a macro, necessit using a file explorer and a manuel search.

it is usefull if we can edit a macro file from inside theide, from any package that use this macro.

this is the objectif of this pach.

the patch:

1 - file ide/Core/Core.h, line 146

add a new field "filename" to the struct IdeMacro

```
struct IdeMacro {  
    IdeMacro();  
  
    int hotkey;  
    String menu;  
    String submenu;  
    EscValue code;  
    String filename; // added field  
};
```

2 - file ide/Common/Util.cpp, line 177

set filename for each IdeMacro from CParser::GetFileName

```
static void ReadMacro(CParser& p)  
{  
    IdeMacro macro;  
  
    macro.filename = p.GetFileName(); // added line  
  
    if(p.IsString()) {
```

3 - file ide/idebar.cpp, line 293

add a menu separator, and the "Edit" menu:

```

void Ide::MacroMenu(Bar& menu)
{
    const Array<IdeMacro>& mlist = UscMacros();
    if(!mlist.IsEmpty() && menu.IsMenuBar()) {
        VectorMap< String, Vector<int> > submenu_map;
        for(int i = 0; i < mlist.GetCount(); i++) {
            const IdeMacro& m = mlist[i];
            if(!IsNull(m.menu)) {
                if(IsNull(m.submenu))
                    submenu_map.GetAdd(Null).Add(i);
                else
                    submenu_map.GetAdd(m.menu).Add(i);
            }
        }
        if(!submenu_map.IsEmpty()) {
            Vector<int> order = GetSortOrder(submenu_map.GetKeys());
            for(int o = 0; o < order.GetCount(); o++) {
                String m = submenu_map.GetKey(order[o]);
                Vector<int>& mx = submenu_map[order[o]];
                ValueArray va;
                for(int i = 0; i < mx.GetCount(); i++)
                    va.Add(mx[i]);
                if(!IsNull(m))
                    menu.Add(m, THISBACK1(EditMacroMenu, va));
                else
                    EditMacroMenu(menu, va);
            }
        }
    }
}

```

```

static SortedIndex<String> files;           // the added code START HERE
files.Clear();
for(int i = 0; i < mlist.GetCount(); i++)
    files.FindAdd(mlist[i].filename);

```

```

Event<Bar&> ev;

```

```

ev <<
[&](Bar& b)
{
    for(int i = 0; i < files.GetCount(); i++)
        b.Add(files[i], THISBACK1(EditFile, files[i]));
}
;

```

```

menu.Separator();

```

```
menu.Add("Edit", ev);           // the added code END HERE
```

```
}  
}
```

File Attachments

1) [macro.png](#), downloaded 603 times
