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

Posted by [omari](#) on Mon, 13 Jun 2016 12:29:48 GMT

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Hi Klugier,

Attached my macro file, you can put it in your upp directory.

in order to use macros in all projects, the macro file shall be in the theide bin directory, or in
UppLocal directory.

a macro file in a package is visible only in it's package.

for more info about macro, see reference/Macro.

here the diff:

Index: C:/upp/uppsrc/ide/Common/Util.cpp

```
=====
--- C:/upp/uppsrc/ide/Common/Util.cpp (revision 9938)
+++ C:/upp/uppsrc/ide/Common/Util.cpp (working copy)
```

```
@@ -174,6 +174,7 @@
static void ReadMacro(CParser& p)
{
    IdeMacro macro;
+ macro.filename = p.GetFileName();
    if(p.IsString()) {
        macro.menu = p.ReadString();
        if(p.Char(':'))
```

Index: C:/upp/uppsrc/ide/Core/Core.h

```
=====
--- C:/upp/uppsrc/ide/Core/Core.h (revision 9938)
+++ C:/upp/uppsrc/ide/Core/Core.h (working copy)
```

```
@@ -152,6 +152,7 @@
    String menu;
    String submenu;
    EscValue code;
+ String filename;
};
```

```
    ArrayMap<String, EscValue>& UscGlobal();
```

Index: C:/upp/uppsrc/ide/idebar.cpp

```
=====
--- C:/upp/uppsrc/ide/idebar.cpp (revision 9938)
+++ C:/upp/uppsrc/ide/idebar.cpp (working copy)
```

```
@@ -289,6 +289,20 @@
    EditMacroMenu(menu, va);
}
```

```

    }
+
+ menu.Separator();
+ menu.Sub("Edit",
+   [&](Bar& b) {
+     SortedIndex<String> files;
+     for(int i = 0; i < mlist.GetCount(); i++) {
+       if(files.Find(mlist[i].filename) < 0) {
+         String filename = mlist[i].filename;
+         files.Add(filename);
+         b.Add(filename, [filename, this]() { EditFile(filename); } );
+       }
+     }
+   });
+ }
+ }
+ }
+ );
+ }
+ }

```

File Attachments

1) [macros.usc](#), downloaded 333 times
