Hello Klugier.

Klugier wrote on Fri, 08 June 2018 19:15For me the button associated with path selection should be always visible not only in edit mode.
Attached some patch (based on 11995 revision), which may implement some visible button for path selection, as example. I guess, possible to use other assigned keys for menu, but as is.

Some issue was how to use unique keys for ArrayCtrlDirs (based on ArrayCtrl class) and EditDir (based on EditString class) menus. For example, the "Delete" (K_DELETE) key for "Erase" in EditField is also used as "Delete %s\tDelete" for ArrayCtrl. Therefore, I tried to re-implement some menu for ArrayCtrlDirs, based on ArrayCtrl::StdBar(Bar& menu) method.

Possible to rename classes, methods, etc., and/or place them to other file(s), if needed.

Edit:
Added "namespace Upp" for uppsrc/ide/MethodsCtrls.cpp.
Fixed ArrayCtrlDirs::DoRemoveRow and ArrayCtrlDirs::DoRemoveRows methods, when lost focus for empty ArrayCtrlDirs, in this case.

File Attachments
1) uppsrc_ide.diff, downloaded 275 times