Subject: CodeEditor::IndentSpace does not work as expected in MacOS
Posted by omari on Fri, 02 Oct 2020 10:22:59 GMT
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System: MacOS.

Test case:

```
#include <CodeEditor/CodeEditor.h>

GUI_APP_MAIN
{
 Upp::CodeEditor ed;
 ed.IndentSpaces(true);
 ed.IndentAmount(6);   // also, this line has no effect
 ed.ShowTabs().ShowSpaces();

 Upp::TopWindow w;
 w.SetRect(0, 0, 400, 400);

 w.Add(ed.SizePos());
 w.Run();

}
```

1- when a Tab key pressed, that insert 5 characters : 4 spaces and 1 tab.
2- IndentAmount has no effect.

File Attachments

1) Screen Shot 2020-10-02 at 11.22.09.png, downloaded 470 times