
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 241 times
