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Subject: CodeEditor double click for break point is not comfortable

Posted by Klugier on Sun, 31 Jan 2021 21:12:31 GMT

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Hello,

I would like to start the discussion how we can improve adding/removing break-point experience with TheIDE (mouse). The double click in the long term is not very comfortable. Besides the placing break-point it also change the actual cursor position inside editor, which is unwanted side effect.

For me it should be pure left click experience like in other ides. Also, the break-point should be rendered separately to the blue rectangle that informs that the line was recently changed. So, maybe single clicking in the breakpoints area should be sufficient. I created prototype that displays pre activated break-point to inform user that break-point can be set here. If ho hover over the break-point the cursor should change to hand and he should be able to activate breakpoint with single click. Here is the prototype:

I know that Mirek probably doesn't care - he is probably all the time uses F9, however clickers should care Also Mirek, please think about replacing current breakpoint icon from stop icon from silk. IMHO, Looks better and more consistent with other icons.

Sources:

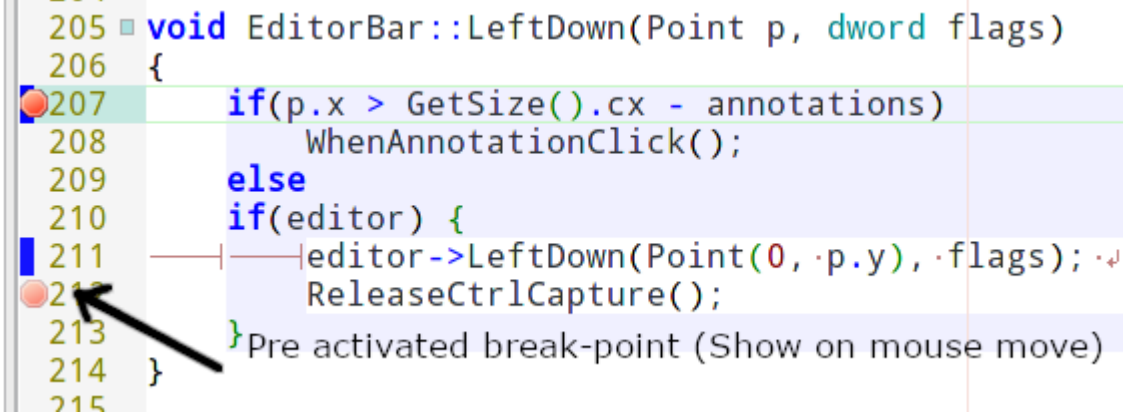
- <https://blog.codinghorror.com/double-click-must-die/>

Klugier

## File Attachments

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1) [CodeEditorPrototype.png](#), downloaded 501 times



```
205 void EditorBar::LeftDown(Point p, dword flags)
206 {
207     if(p.x > GetSize().cx - annotations)
208         WhenAnnotationClick();
209     else
210         if(editor) {
211             editor->LeftDown(Point(0, p.y), flags);
212             ReleaseCtrlCapture();
213         } Pre activated break-point (Show on mouse move)
214     }
215
```