

Subject: Re: One last assist feature: Info about symbol at mouse cursor

Posted by Klugier on Mon, 31 Oct 2022 18:27:36 GMT

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Hello,

I just found one issue. The Assist++ documentation dialog is taking all available space from the left to right. It is problematic when you have two windows side by side. It is a common scenario for wider screen with 21:9 or 36:9 proportions. Screenshot with the issue attached.

I would expect documentation popup will be within TheIDE window. Also, did you consider changing background color popup. White on white is not the best option and the popup could differentiate itself with different background.

Klugier

File Attachments

1) [UppUltrawide.png](#), downloaded 237 times

Console.cpp	# About.h	552
FindFile.cpp	About.cpp	553
FindInFiles.cpp	Macro.cpp	554
Config.cpp	Help.cpp	555
ide.cpp	SlideShow.cpp	556
idefile.cpp	OnlineSearch.cpp	557
EditorTabBar.cpp	Errors.cpp	558
Bottom.cpp	Calc.cpp	559
t.cpp	FormatCode.cpp	560
# Assist.h	Abbr.cpp	561
AssistDisplay.cpp	Qtf.cpp	562
IncludeTrick.cpp	Xml.cpp	563
Assist.cpp	Json.cpp	564
DCopy.cpp	MacroManager.cpp	565
ContextGoto.cpp	SetupSVN.cpp	566
GoToLine.cpp	Upgrade.cpp	567
Swaps.cpp	UppHub.cpp	568
Usage.cpp	Compile	569
ParamInfo.cpp	# MethodsCtrls.h	570
Navigator.cpp	MethodsCtrls.cpp	571
Annotations.cpp	# Methods.h	572
Virtuals.cpp	Methods.cpp	573
Events.cpp	AutoSetup.cpp	574
Log.cpp	InstantSetup.cpp	575
Jump.cpp	OutputMode.cpp	576
MainConfig.cpp	Build.cpp	577
Setup.cpp	Debug.cpp	578

```
552 }
553     name.Add(n);
554 }
555 Index<String> saved;
556 for(i = 0; i < method.GetCount(); i++) {
557     VectorMap<String, String> map;
558     for(int j = 1; j < method.GetIndexCount(); j++)
559         map.Add(method.GetId(j).ToString(), method.Get(j));
560     if(map.Get("BUILDER", Null) != "SCRIPT")
561         map.RemoveKey("SCRIPT");
562
563     map = SieveBuilderVars(map);
564
565     String fn = ConfigFile(String(method.Get(i), "FILE"));
566     if(!SaveVarFile(fn, map)) {
567         Upp::String::
568         class String : public Moveable<String, AString<String>> {
569             String is a value class that contains an array of characters.
570             The most common use case is to convert it to WString (and eventually back to String).
571             String is also often used to store raw binary data.
572             WString is similar to String, but it uses 32 bit encoding.
573         };
574     }
575     saved.Add(i, map);
576 }
577
578 void BuildMethods::ShowDefault()
579 {
580     String m = GetDefaultMethod();
581     for(int i = 0; i < method.GetCount(); i++)
```