
Subject: Re: Configuring CodeEditor Package
Posted by [mirek](#) on Wed, 03 Dec 2025 07:42:11 GMT
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cayeveh wrote on Tue, 02 December 2025 22:08How do I configure line numbers positioning in the CodeEditor package?
Currently it seems to be left aligned, i want it to be right aligned?

I have this basic code -

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

using namespace Upp;
/*
INITBLOCK {
    Ctrl::SetDarkThemeEnabled(false);
    Ctrl::SetSkin(ChStdSkin);
}
*/
```

```
class Notepad : public TopWindow {
    CodeEditor editor;
```

```
public:
    Notepad() {
        Title("Simple Notepad");
        Add(editor.SizePos());

        editor.LineNumbers(true);
    }
};
```

```
GUI_APP_MAIN
{
    Notepad().Run();
}
```

Also, i am unable to find documentation for the CodeEditor package.

Yeah, well, CodeEditor is practically part of TheIDE codebase (meaning it is pretty much specialised for that role) and documentation is lacking here and there in U++, that is sad fact.

I guess you have 2 options: Develop your own CodeEditor or propose a change (ideall a patch) to align numbers right.

Mirek
