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Subject: Re: Patch: Highlight Errors

Posted by [Zardos](#) on Wed, 16 May 2007 20:43:34 GMT

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unodgs wrote on Wed, 16 May 2007 21:19 This patch is great! I'm only wonder if that blue markers should not be cleared after save. Or better after some keys combination pressing. But what I think would be really superb is that after each save the old blue marker become lighter and the new change gets initial blue color. What do you think?

Anyway I have added this patch. Let people try it and make suggestion.

BTW: I'm in process of reimplementing quicktabs. Expect something really great (at least I think so )

Nice to hear you like it.

I like your suggestion to dim out the edited marker. Sounds not to complicated to implement. But I would prefer to have them allways slightly visible. At least not to remove them after save... But if necessary I could add a hot key and/or toolbar icon.

What I'm still missing are tooltips. I would be great to have a tooltip fo each line with an error/warning with the error message.

If you like the idea I can try it.

This would be a good starting point for more tooltips in the editor like for a variable the type. Or in the debugger the current value of a variable.

I'm interested in you quicktabs! This was another point which I consider improveable beside some other small things.

Well, and what I really would like to have are some basic refractoring functions like renaming a class, function, etc.

But I guess I have to collect some more experion points with Ultimate++ before thinking about implementing it, but on the other hand the internal parser and the functionality from assist seems to be allready enough to try to implement it.

So, after the new version becomes available in subversion I will continue with edit/error markers fo a short time.

- Ralf

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