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Subject: ESC macro problem

Posted by [slashupp](#) on Tue, 06 Aug 2019 14:16:56 GMT

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linux, svn 13505

I'm writing a macro and is trying to use either lambda or fn to create callable sub-routines but find that ESC-functions like `GetCursor()` and `Find()` is not available in either.

If I put all the code in the macro itself it works fine, but has a lot of repeating code.

1. What must I do to have access to the ESC-functions within either a lambda or an fn?

2. Also, what is the 'instance' referred to in:

Quote: `lambda(args) ! instance` | Invokes lambda, using instance as instance for lambda execution (accessible via `.name` or `self`).

Below demonstrates the issue:

macro "PROBLEM" Ctrl+F8

```
{
ClearConsole();
cp = GetCursor();
A = "STD";
B = "COUT";

//this works fine...
#:cat(a, b, &x) { x = a + ">>>>" + b; }
```

```
c = "error";
:cat(A, B, c);
cout(c);
```

```
//this fails with: [...] 'SetCursor' is not a lambda
```

```
#:test(a, b)
{
SetCursor(0);
if (Find("std::cout", 1, 1))
{
f = GetSelBegin();
l = GetSelCount();
SetCursor(f);
Remove(l);
s = a + ":@" + b;
Insert(s);
}
}
```

```
:test(A, B);
SetCursor(cp);
```

```
}
```

thx

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Subject: Re: ESC macro problem  
Posted by [slashupp](#) on Wed, 07 Aug 2019 12:21:20 GMT  
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I've updated another question: <https://www.ultimatepp.org/forums/index.php?t=msg&th=10742&start=0&>  
attaching a macro that clearly shows the duplications of code that should be in callable lambdas of fn's

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Subject: Re: ESC macro problem  
Posted by [mirek](#) on Fri, 09 Aug 2019 08:03:14 GMT  
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Macros are really "methods of editor", and SetCursor etc.. are methods too, that is why you cannot invoke them in global functions. You need to define a method...

```
.test = @(a, b)
{
  SetCursor(0);
  if (Find("STD::COUT", 1, 1))
  {
    f = GetSelBegin();
    l = GetSelCount();
    SetCursor(f);
    Remove(l);
    s = a + ":@" + b;
    Insert(s);
  }
};
```

```
test(A, B);
```

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Subject: Re: ESC macro problem  
Posted by [slashupp](#) on Sun, 11 Aug 2019 11:06:02 GMT  
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thx mirek, that works fine now

2nd question:

Is it possible to override ide menu-items and toolbar-buttons from macro's and call their real code after I've done some 'pre-processing' of my own?

In other words I want to intercept the user-action and do something and then let the original method continue.

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Subject: Re: ESC macro problem  
Posted by [mirek](#) on Mon, 12 Aug 2019 15:07:22 GMT  
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slashupp wrote on Sun, 11 August 2019 13:06thx mirek, that works fine now

2nd question:

Is it possible to override ide menu-items and toolbar-buttons from macro's and call their real code after I've done some 'pre-processing' of my own?

No.

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Subject: Re: ESC macro problem  
Posted by [slashupp](#) on Tue, 13 Aug 2019 08:40:19 GMT  
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oops! you misspelled "Not yet"