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' refered 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

I've updated another question: https://www.ultimatepp.org/forums/index.php?t=msg&th=107
42&start=0&
attaching a macro that clearly shows the duplications of code that should be in callable lambdas of
fn's

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);
```

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.

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.

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" :)