
Subject: CodeEditor::IndentSpace does not work as expected in MacOS

Posted by [omari](#) on Fri, 02 Oct 2020 10:22:59 GMT

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System: MacOS.

Test case:

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

```
GUI_APP_MAIN
```

```
{  
  Upp::CodeEditor ed;  
  ed.IndentSpaces(true);  
  ed.IndentAmount(6); // also, this line has no effect  
  ed.ShowTabs().ShowSpaces();
```

```
  Upp::TopWindow w;  
  w.SetRect(0, 0, 400, 400);
```

```
  w.Add(ed.SizePos());  
  w.Run();
```

```
}
```

- 1- when a Tab key pressed, that insert 5 characters : 4 spaces and 1 tab.
- 2- IndentAmount has no effect.

File Attachments

1) [Screen Shot 2020-10-02 at 11.22.09.png](#), downloaded 472 times



Subject: Re: CodeEditor::IndentSpace does not work as expected in MacOS
Posted by [mirek](#) on Wed, 07 Oct 2020 12:49:31 GMT
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Thank you. There was a problem with K_TAB handling on MacOS, now fixed in trunk.

IndentAmount is only meaningful if you have CSyntax active. It certainly works in theide. It is basically number of spaces to add after { and enter.

Mirek