Subject: Horizontal Cursor for CodeEditor/LineEdit
Posted by abductee23 on Fri, 20 Aug 2021 23:17:10 GMT
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Hi Y'All,

tl;dr since i was frustrated by not having this, i made it and i want to share, so here it goes:

cheers
--M

p.s.: yo Mirek any chance this can make it into the actual CodeEditor or LineEdit?

CoolCodeEditor.h

```
#pragma once
#include <CtrlLib/CtrlLib.h>
#include <CtrlCore/CtrlCore.h>
#include "CodeEditor/CodeEditor.h"

using namespace Upp;

class CoolCodeEditor : public CodeEditor{
public:
 virtual bool   Key(dword key, int count);
 typedef CoolCodeEditor CLASSNAME;
};
```

CoolCodeEditor.cpp

```
#include "CoolCodeEditor.h"
#include "CodeEditor/CodeEditor.h"

using namespace Upp;

bool CoolCodeEditor::Key(dword key, int count) {
 int line = GetCursorLine();
 int cursor_pos = GetCursor();
 int line_start = GetPos64(line,0);
 String ss = Get(line_start,cursor_pos-line_start);
 dword real_key = key & ~K_SHIFT;
 //real_key = real_key & ~K_KEYUP;
```

```
Rect r = GetRectSelection();
if( r.left != 0x80000000 && r.left == r.right ){
 int cnt = (r.bottom-r.top)+1;

 //Log("rect = %d %d %d %d, key= %d",r.left, r.top, r.right, r.bottom, real_key);
 if( real_key >= 32 && real_key <= 126 ){
  NextUndo();
  WString txt;
  for( int i = 0; i < cnt;i++){
   txt += WString(real_key,1)+WString("\n");
  }
  PasteRectSelection(txt);
  r.left++;
  r.right++;
  SetRectSelection( r );
  Sync();
  return true;
 }
 if( real_key == K_BACKSPACE ){
  Rect r_back = Rect(r);
  r_back.left--;
  SetRectSelection(r_back);
  RemoveSelection();
  r.left--;
  r.right--;
  SetRectSelection(r);
  return true;

 }
 if( real_key == K_DELETE ){
  Rect r_back = Rect(r);
  r_back.right++;
  SetRectSelection(r_back);
  RemoveSelection();
  SetRectSelection(r);
  return true;
 }

 if( key == K_CTRL_V ){
  WString w = ReadClipboardUnicodeText();
  if(w.IsEmpty())
   w = ReadClipboardText().ToWString();
  if(w.IsEmpty())
   w = GetPasteText().ToWString();

  int len = w.GetLength();
  if( w.IsEmpty() ){
   len=0;
```

```
  }
  WString txt;
  for( int i = 0; i < cnt;i++){
   txt += w+WString("\n");
  }
  PasteRectSelection(txt);
  r.left +=len;
  r.right+=len;
  SetRectSelection( r );

  return true;
 }

 //SetRectSelection
}
if(  r.left != 0x80000000 && r.left < r.right && r.top < r.bottom ){
 int cnt = (r.bottom-r.top)+1;
 if( real_key >= 32 && real_key <= 126 ){
  RemoveSelection();
  r.right=r.left;
  WString txt;
  for( int i = 0; i < cnt;i++){
   txt += WString(real_key,1)+WString("\n");
  }
  SetRectSelection( r );
  PasteRectSelection(txt);
  r.left++;
  r.right++;
  SetRectSelection( r );
  return true;
 }
 if( real_key == K_DELETE || real_key == K_BACKSPACE){
  RemoveSelection();
  r.right=r.left;
  SetRectSelection( r );
  return true;
 }

 if( key == K_CTRL_V ){
  RemoveSelection();
  r.right=r.left;
  SetRectSelection( r );

  WString w = ReadClipboardUnicodeText();
  if(w.IsEmpty())
   w = ReadClipboardText().ToWString();
  if(w.IsEmpty())
   w = GetPasteText().ToWString();
```

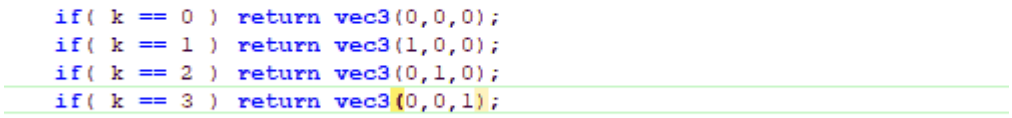
```
   int len = w.GetLength();
   if( w.IsEmpty() ){
    len=0;
   }
   WString txt;
   for( int i = 0; i < cnt;i++){
    txt += w+WString("\n");
   }
   PasteRectSelection(txt);
   r.left +=len;
   r.right+=len;
   SetRectSelection( r );

   return true;
  }

 }
 return LineEdit::Key(key,count);
}
```

File Attachments

1) CoolCodeEditor.gif, downloaded 563 times



```
if( k == 0 ) return vec3(0,0,0);
if( k == 1 ) return vec3(1,0,0);
if( k == 2 ) return vec3(0,1,0);
if( k == 3 ) return vec3(0,0,1);
```

Subject: Re: Horizontal Cursor for CodeEditor/LineEdit
Posted by abductee23 on Sat, 21 Aug 2021 02:05:07 GMT
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i ment vertical ... humtz
