Subject: Configuring CodeEditor Package
Posted by cayeveh on Tue, 02 Dec 2025 21:08:32 GMT
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How do I configure line numbers positioning in the CodeEditor package?
Currently it seems to be left aligned, i want it to be right aligned?

I have this basic code -

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

using namespace Upp;
  /*
INITBLOCK {
    Ctrl::SetDarkThemeEnabled(false);
    Ctrl::SetSkin(ChStdSkin);
}
*/


class Notepad : public TopWindow {
    CodeEditor editor;

public:
    Notepad() {
        Title("Simple Notepad");
        Add(editor.SizePos());

        editor.LineNumbers(true);

    }
};

GUI_APP_MAIN
{
    Notepad().Run();
}
```

Also, i am unable to find documentation for the CodeEditor package.

Subject: Re: Configuring CodeEditor Package
Posted by mirek on Wed, 03 Dec 2025 07:42:11 GMT

cayeveh wrote on Tue, 02 December 2025 22:08How do I configure line numbers positioning in the CodeEditor package?
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```

Also, i am unable to find documentation for the CodeEditor package.

Yeah, well, CodeEditor is practically part of TheIDE codebase (meaning it is pretty much specialised for that role) and documentation is lacking here and there in U++, that is sad fact.

I guess you have 2 options: Develop your own CodeEditor or propose a change (ideall a patch) to align numbers right.

Mirek

Subject: Re: Configuring CodeEditor Package
Posted by mirek on Wed, 03 Dec 2025 07:44:38 GMT
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Ah, now I see that it actually is right-aligned, except CodeEditor leaves a bit more space on the right for various markings as breakpoints.

Subject: Re: Configuring CodeEditor Package
Posted by mirek on Wed, 03 Dec 2025 08:09:00 GMT
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OK, added CodeEditor::NoAnnotations

```
Notepad() {
	Title("Simple Notepad");
	Add(editor.SizePos());

	editor.LineNumbers(true);
	editor.NoAnnotations();
}
```

should do what you require (but you neet to use master branch. or nightly build of U++ tomorrow...)

Subject: Re: Configuring CodeEditor Package
Posted by cayeveh on Wed, 03 Dec 2025 20:09:55 GMT
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> should do what you require (but you neet to use master branch. or nightly build of U++ tomorrow...)

Thank you for your response. What is the release schedule for U++? Will there be a release before year end?

Subject: Re: Configuring CodeEditor Package
Posted by mirek on Thu, 04 Dec 2025 07:52:33 GMT
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cayeveh wrote on Wed, 03 December 2025 21:09> should do what you require (but you neet to use master branch. or nightly build of U++ tomorrow...)

What is the release schedule for U++? Will there be a release before year end?

Unlikely. There might be "announcement" of upcoming release before years end, but it usually takes 1-2 month to release after that. So I guess February/March is realistic.

That said, current nightly is definitely better than the last release

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Subject: Re: Configuring CodeEditor Package
Posted by superdev on Thu, 04 Dec 2025 15:08:07 GMT
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mirek wrote on Thu, 04 December 2025 08:52...
That said, current nightly is definitely better than the last release
Is it usually like this?

Subject: Re: Configuring CodeEditor Package
Posted by mirek on Thu, 04 Dec 2025 15:26:17 GMT
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superdev wrote on Thu, 04 December 2025 16:08mirek wrote on Thu, 04 December 2025 08:52...
That said, current nightly is definitely better than the last release
Is it usually like this?

95% of time... Frankly, release is just nightly with PR...

Subject: Re: Configuring CodeEditor Package
Posted by cayeveh on Thu, 04 Dec 2025 19:00:33 GMT
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Thanks @mirek. Appreciate your help.
