Subject: CodeEditor: scope highlight [BUG]
Posted by hojtsy on Wed, 04 Jan 2006 15:37:36 GMT
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Hi,

I found a minor bug in scope highlight. See attached screenshot of a scope highlight where the colored region is shifted with one character.
Additionally I would like to ask for identical scope highlight even if tabs are replaced with spaces. I think tabs are bad because some other editors will display them differently, so I would like to use spaces only. But the scope highlight looks quite strange when you replace tabs with spaces.

best regards,
Sandor

File Attachments

1) scope_highlight_error_01.png, downloaded 2369 times

```
struct FontDisplay : public Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
                       Color ink, Color paper, dword style) const {
        w.DrawRect(r, paper);
        Font font = q;
        String text = FormatFont(font);
        font.Height(w.GetFontInfo(StdFont()).GetHeight() - 1);
        w.DrawText(2, (r.Height() - w.GetFontInfo(font).GetHeight()) / 2, text, font, ink);
    }
```

Subject: Re: scope highlight bug
Posted by unodgs on Fri, 13 Jan 2006 08:32:53 GMT
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hojtsy wrote on Wed, 04 January 2006 10:37Hi,
Additionally I would like to ask for identical scope highlight even if tabs are replaced with spaces.

I second that, although on top of my wishes list are block operations.