

---

Subject: CodeEditor: scope highlight [BUG]  
Posted by [hojtsy](#) on Wed, 04 Jan 2006 15:37:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 2119 times

```
struct FontDisplay : public Display {
    virtual void Paint(Draw& w, const Rect& r, const Values& 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  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---