Subject: Patch: Highlight Errors
Posted by Zardos on Tue, 15 May 2007 23:28:09 GMT
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Hello!

I have discovered Ultimate++ some weeks ago. And I LOVE IT!!!

As an exercise to get used to Ultimate++ I made a small patch which adds the functionality to:

Highlight all errors in the editor(s) after an "compile", "build" and "rebuild".

After applying the path, compiling and running TheIDE:
=> Open The Menu: Settings->Environment
=> Go to the tab: Editor
=> Check if "Highlight Errors" is enabled
=> Go to the tab: "Sytax highlightning"
=> Give the entry "Compile Error" your prefered color (Unfortunately i have not found the place in the source where the default colors are defined, ... and the default color is now "transparent")

=> Open a source file
=> Create an error (type some random stuff)
=> Compile or Build the project
=> See the result

I don't know if there exists interest in further development of the feature and I also don't know if my code matches the expected quality. Especially because I'm just starting with Ultimate++

My next step would be to add a "background compile".
What I mean is: If you are editing a file and make a break for 3 seconds. I would start an compile
=> all errors gets highlighted.
=> A background syntax check. Of couse it can be enabled/disabled via the settings.

- Ralf

File Attachments
1) HighlightErrors.patch, downloaded 547 times

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 16 May 2007 06:52:52 GMT
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Zardos wrote on Tue, 15 May 2007 19:28Hello!
I have discovered Ultimate++ some weeks ago. And I LOVE IT!!!

We love it too

Quote:
As an exercise to get used to Ultimate++ I made a small patch which adds the functionality to:

Highlight all errors in the editor(s) after an "compile", "build" and "rebuild".

That's great! Mirek, I can check and apply this patch if you don't mind.

Yesterday I also extented highlighing capabilites. I added highlighing of text in UPPER, sql functions, sql boolean expressions and ultimate macros. So now expressions like
SQL * Select(NAME, AGE).From(PEOPLE).Where(ID=1) looks much better IMO.

Quote:
(Unfortunately i have not found the place in the source where the default colors are defined, ... and the default color is now "transparent")

I'm searching this one too...

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 16 May 2007 07:12:30 GMT
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Quote:
(Unfortunately i have not found the place in the source where the default colors are defined, ... and the default color is now "transparent")

Ok. It's here in void CodeEditor::DefaultHlStyles()

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 16 May 2007 08:33:19 GMT
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I tried your patch. Seems to work fine. But I miss one thing - ability to clear that highlighting before next compilation

---

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Wed, 16 May 2007 08:50:38 GMT
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unodgs wrote on Wed, 16 May 2007 10:33I tried your patch. Seems to work fine. But I miss one thing - ability to clear that highlighting before next compilation

Well, I'm not so satisfied anymore. Have to learn a little bit more about the structure of TheIDE...

I will give it a second try. This time I will use EditBar.cpp (where the breakpoints are located) and mark the backround in red instead of highlightning the whole line.

This will probably solve the problem in the current solution: If you insert a line the highlighted error line does not move down...
=> Errors should more behave like breakpoints.

I'm not satisfied with other parts to:
* Warnings get highlighted, too (not nice, at least it should be in a different color)
...

So, better forget this path...

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 16 May 2007 09:15:09 GMT
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Ok, I'll wait for better solution. Not highlighing the whole line as well as different colors for errors and warnings is a good idea. Keep working

---

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Wed, 16 May 2007 16:55:22 GMT
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unodgs wrote on Wed, 16 May 2007 11:15Ok, I'll wait for better solution. Not highlighing the whole line as well as different colors for errors and warnings is a good idea. Keep working

Oops, this took longer than I expected.

Here comes the second try:

Errors and Warnings are now marked with different colors (red / yellow) in the small column where the breakpoint icon is placed.

Build and Rebuild autmatically clearls all existing error markers in all files
Compile File automatically clears all existing error markers in the current file.
Editing a line with an error marker will remove the error marker.
Error markers are moving with newly inserted lines like breakpoints.

In addition to the error/warning marking feature above:
I mark all lines edited since the last start of TheIDE in blue. I really love this featue and I'm very used to it from Source Insight. Very useful to find the places you have edited.

Makes use of existing data structures (breakpoints).

Hope you like it too!

File Attachments

1) MarkErrorsAndEdits.patch, downloaded 533 times

Subject: Re: Patch: Highlight Errors
Posted by mr_ped on Wed, 16 May 2007 18:01:15 GMT
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fantastic (and I didn't even try it out, just read about it).

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 16 May 2007 19:19:39 GMT
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This patch is great! I'm only wonder if that blue markers should not be cleared after save. Or better after some keys combination pressing. But what I think would be really superb is that after each save the old blue marker become lighter and the new change gets initial blue color. What do you think?
Anyway I have added this patch. Let people try it and make suggestion.

BTW: I'm in process of reimplementing quicktabs. Expect something really great (at least I think so)

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Wed, 16 May 2007 20:43:34 GMT
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unodgs wrote on Wed, 16 May 2007 21:19This patch is great! I'm only wonder if that blue markers should not be cleared after save. Or better after some keys combination pressing. But what I think would be really superb is that after each save the old blue marker become lighter and the new change gets initial blue color. What do you think?
Anyway I have added this patch. Let people try it and make suggestion.

BTW: I'm in process of reimplementing quicktabs. Expect something really great (at least I think so)

Nice to hear you like it.
I like your suggestion to dim out the edited marker. Sounds not to complicated to implement. But I would prefer to have them allways slightly visible. At least not to remove them after save... But if necessary I could add a hot key and/or toolbar icon.

What I'm still missing are tooltips. I would be great to have a tooltip fo each line with an

error/warning with the error message.
If you like the idea I can try it.
This would be a good starting point for more tooltips in the editor like for a variable the type. Or in the debugger the current value of a variable.

I'm interested in you quicktabs! This was another point which I consider improveable beside some other small things.

Well, and what I really would like to have are some basic refractoring functions like renaming a class, function, etc.
But I guess I have to collect some more experion points with Ultimate++ before thinking about implementing it, but on the other hand the internal parser and the functionality from assist seems to be allready enough to try to implement it.

So, after the new version becomes available in subversion I will continue with edit/error markers fo a short time.

- Ralf

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 16 May 2007 21:17:35 GMT
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Quote:
But I would prefer to have them allways slightly visible.

yes, you're right - that's what I thought but not wrote.
Quote:
But if necessary I could add a hot key and/or toolbar icon.

That and option in configuration dialog to disable this future completely. Probably there is someone who doesn't like it
Quote:
I'm interested in you quicktabs! This was another point which I consider improveable beside some other small things.

Just wait a few days. Concentrate on those small things Later we can improve my tabs if somthing missing/not working as expected.
Quote:
Well, and what I really would like to have are some basic refractoring functions like renaming a class, function, etc.
But I guess I have to collect some more experion points with Ultimate++ before thinking about implementing it, but on the other hand the internal parser and the functionality from assist seems to be allready enough to try to implement it.

That would be fantastic!

I thought also about functions like add class (from user templates) to the project, add dialog to the project (this should add dialog.h dialog.cpp and dialog.lay files) etc.

If Mirek would implement block operations and improve c++ parser theide would be the best in the market

---

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Thu, 17 May 2007 20:13:20 GMT
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The aging of the edit marker works, now. Plus some small bugfix, some files were marked edited, even if there was no edit.

unodgs wrote on Wed, 16 May 2007 23:17
Quote:
But if necessary I could add a hot key and/or toolbar icon.

That and option in configuration dialog to disable this future completely. Probably there is someone who doesn't like it

I was starting to add the other stuff, but then I got unsure.

Is one hot key to clear all edit markers in all files enough, or do you think it is necesary to have another hot key to clear only the markers in the current file?

Do you think we should have a toolbar icon for it?

In the settings:
Is it enough to have the option to disable the edit markers. Or do you think the marking of the errors and warnings should also be configureable?

I'm asking because I think: The edit markers are not such an important thing to polute the toolbar and settings with it...
But thats just my personal opinion.

So I would suggest:
One hot key to clear all markers in all files. No toolbar icon.
One option in the settings to disable the edit /errors / warning markers together.

But I'm open for other opinions!

- Ralf

Subject: Re: Patch: Highlight Errors

Posted by unodgs on Thu, 17 May 2007 20:42:37 GMT
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Quote:The aging of the edit marker works, now. Plus some small bugfix, some files were marked edited, even if there was no edit
I also noticed a bug when one undo changes. Markers should be cleared then.
Quote:So I would suggest:
One hot key to clear all markers in all files. No toolbar icon.
One option in the settings to disable the edit /errors / warning markers together.
I agree + hotkey to clear markers in one file.

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Thu, 17 May 2007 21:22:46 GMT
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unodgs wrote on Thu, 17 May 2007 22:42
I also noticed a bug when one undo changes. Markers should be cleared then.

I absolutely agree thats not nice. Unfortunately this is probably not easy to fix.
This would require a deeper change to the internal structures.

But there might exist a simpler solution:

If I would store the original line for each edit marker I could change the edit markers to "changed lines markers".

Which means if you change a line and later change it back to the original line, even by typing -> the marker would disapear completely.

May be thats even better than an edit marker?

Subject: Re: Patch: Highlight Errors
Posted by mrjt on Fri, 18 May 2007 11:09:17 GMT
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I just installed the latest Upp-mingw-dev-whatever package from SourceForge and the default highlight colour for Upp macros is set to white.

Being completely unaware of the highlighting changes this resulted in great confusion

I think this should probably be fixed.

Subject: Re: Patch: Highlight Errors

Posted by unodgs on Fri, 18 May 2007 12:00:22 GMT
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Yes this is already fixed.

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Fri, 18 May 2007 14:08:37 GMT
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Here is the new patch for the edit markers.

* bugfix: Some files ware marked edited, even if there was no edit
* bugfix: If editor window is split: In Editor2 all lines were marked as edited
* Edit markes slowly blend out with each edit (I prefered this over aging them with each save)
* Edit / Error / Warning markers can now switched of in Settings-Editor
* Hot Keys and entry in Edit-Menu: I added a third option: Remove Markers for selection. Menu entries will disapear if Markers are turned of via Settings. I didn't know how to add a hot key without generating a menu entry... But may be its good to have it in the menu, anyway.

Undo bug is still not fixed...

I will try to change the "edit markers" to "change markers".
I think I have found a way to track the changes and mark all changed /new / deleted lines with it's own color without wasting much memory and cpu-cycles. This would solve the undo problem, too. In addition there would be the possibility to select some changed lines and revert to the original lines with a hot key. Similar to an undo for selected lines. The revert to original lines operation would be stored in the general undo history. So you can still do a complete undo of the file, even if you have performed a revert opertaion for some lines.

File Attachments
1) MarkErrorsAndEdits_2.patch, downloaded 536 times

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Mon, 21 May 2007 20:05:06 GMT
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Thanks! I merged the patch. I really like these markers

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Mon, 21 May 2007 22:36:44 GMT
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unodgs wrote on Mon, 21 May 2007 22:05Thanks! I merged the patch. I really like these markers

Thanks!
Here comes the update (patch is based on revision 58).

I gave up on tracing the changes instead of the edits...

Instead the following changes:

* UNDO removes the edit markers, now! Was a lot of work!
* Removed "Remove change markers from Selection" in menu and hot keys, because I considered it not very useful.
* Find in Files marks the line where the search term occurs in green.

- Ralf

File Attachments
1) MarkErrorsAndEdits_3.patch, downloaded 466 times

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Tue, 22 May 2007 21:15:49 GMT
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Quote:
* Find in Files marks the line where the search term occurs in green.

this one dosn't work at least on my computer.

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Tue, 22 May 2007 21:16:27 GMT
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Pleas do the diff file to the latest uvs revision if possible.

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Tue, 22 May 2007 23:01:03 GMT
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unodgs wrote on Tue, 22 May 2007 23:16Pleas do the diff file to the latest uvs revision if possible.
I would if I could...
The current latest committed revision seems to be 58.

As soon as someone commits a newer version I will try to recreate the patch.

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 23 May 2007 06:29:20 GMT
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UVS != SVN Uvs is our internal versioning system. Search this forum to find out how to use it.

PS: What about find in files? Does it work for you?

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Wed, 23 May 2007 19:42:10 GMT
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unodgs wrote on Wed, 23 May 2007 08:29UVS != SVN Uvs is our internal versioning system. Search this forum to find out how to use it.
Ahh, I see there seems to be another repository!

Well, what I have found so far is not much.
I could not find a pointer where to get uvs (uvs2.exe?) and even if I would find it... I could not find a hint to the location fo the ftp server holding the repository.
Looks a litle bit like secret black vodoo magic

unodgs wrote on Wed, 23 May 2007 08:29PS: What about find in files? Does it work for you?

Yes seems to work, here. Just checked it again.
May be there was a problem with the upload on the server.
I uploaded the patch. Later - while doing some programming - found some bugs I have missed. Edited the message. Removed the patch and uploaded a new one with the same name in one step.

Anyway, I have started with these markers and luckily you apllied the patches to ultimate++.
Because I would like to have a working "bug free" version I will try to check and fix it as soon as I can.
So, if I do not find out more about uvs I will wait until subversion is updated check the current state of the markers and supply a new patch as fast as I can, before uvs is out of sync with svn.

- Ralf

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Wed, 23 May 2007 20:56:56 GMT
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I can send you instructions on email how to access uvs if you wish.
SVN is updated now to reflect current uvs. Please check ide patches (ASAP I would like to release new dev)

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Wed, 23 May 2007 22:03:52 GMT
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unodgs wrote on Wed, 23 May 2007 22:56SVN is updated now to reflect current uvs. Please check ide patches (ASAP I would like to release new dev)
Ok here comes the patch.
There was probably a merge error.
I fixed another bug: With new files no markers appeared until switching to another tab.

While doing the merge I recogniced the space between if / for and (were removed. if () -> if()...
I will try to adapt to the upp-style. But old habbits are hard to fight

BTW: The new Tabs are nice!!!
Middle Click does not remove the tab, yet. But I guess you already now, this.

File Attachments

1) MarkErrorsAndEdits_4.patch, downloaded 439 times

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Thu, 24 May 2007 06:32:52 GMT
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Quote:While doing the merge I recogniced the space between if / for and (were removed. if () -> if()...
I will try to adapt to the upp-style. But old habbits are hard to fight
I feel the same about opening curly bracket in line with code...
(that remainds me I must reformat quicktabs code..)
Quote:Middle Click does not remove the tab, yet. But I guess you already now, this.
I was trying to implement that at least on win32 platform - without success (yet). The problem is Upp does not provide a common way to handle middle click. In win32 it maps middle click to left click.

Subject: Re: Patch: Highlight Errors
Posted by mrjt on Thu, 24 May 2007 13:29:06 GMT
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Quote:The problem is Upp does not provide a common way to handle middle click. In win32 it maps middle click to left click.

Can't you just override MouseEvent?

```
 virtual Image MouseEvent(int event, Point p, int zdelta, dword keyflags)
 {
  if (keyflags & K_MOUSEMIDDLE) {
   switch (event) {
```

```
    case LEFTDOWN:
     MiddleDown(p, keyflags);
     break;
    case LEFTDOUBLE:
     MiddleDouble(p, keyflags);
     break;
//..Etc.
    default:
     return Ctrl::MouseEvent(event, p, zdelta, keyflags);
   }
  }
  else
   return Ctrl::MouseEvent(event, p, zdelta, keyflags);
  return Image::Arrow();
 };
```

It definitely works on Win32, but looking at the mouse event code I can't see any reason why it wouldn't also work on X11. You could also do the keyflags check in LeftDown for the same effect.

Presumably there was a good reason for not having specific handling functions for middle clicks in Upp, but I don't know what it was.

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Thu, 24 May 2007 13:55:36 GMT
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Thanks! keyflags name is confusing... that's why I never tried keyflags & K_MOUSEMIDDLE. I will update quicktabs ASAP. Thanks again.

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Thu, 24 May 2007 17:34:22 GMT
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Done Quicktabs can also display only text without cross image. But I make it configurable in the next dev.

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Thu, 24 May 2007 18:25:50 GMT
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New (daily) Markers patch...

Changes:
* Bugfix: Compile Errors on MINGW

* Bugfix: Sometimes (after Build) some markers disapeared
* Bugfix: Lines containing errors sometimes marked in green instead of red
* Bugfix: Blend-color (age of marker) sometimes was wrong
* New Color for the marker: yellow-green
* Cleanups

- Ralf

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Thu, 24 May 2007 20:45:43 GMT
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Is this all included in MarkErrorsAndEdits_4.patch (which is now merged)?

Subject: Re: Patch: Highlight Errors
Posted by Zardos on Thu, 24 May 2007 21:05:15 GMT
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unodgs wrote on Thu, 24 May 2007 22:45Is this all included in MarkErrorsAndEdits_4.patch (which is now merged)?

No. I uploaded a new patch, but as usual found some more errors -> and deleted it from the message board.

Sorry!!

Just prepare the next version if you want, even without the new patch. I will do more testing this time and upload a new patch if I consider it, ready. If in the meanwhile svn is updated, thats no problem. I will do the merge here and supply a patch on the latest svn.

Sorry, again for so much trouble about such a small thing...

Subject: Re: Patch: Highlight Errors
Posted by unodgs on Thu, 24 May 2007 21:47:14 GMT
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No problem. Take your time. I didn't noticed any serious errors yet so it went to dev3.

Subject: Re: Patch: Highlight Errors
Posted by mirek on Fri, 25 May 2007 06:49:44 GMT
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mrjt wrote on Thu, 24 May 2007 09:29
Presumably there was a good reason for not having specific handling functions for middle clicks in Upp, but I don't know what it was.

Based on the false idea that narrow interface is better (and middle clicks are not much often used anyway).

Maybe this is the time to add it. The only question is backward compatibility, however, deleting K_MIDDLEMOUSE would solve the problem (That small pack of apps that require it would not compile.... -> easy to fix).