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Subject: [feature] setting breakpoint by single click (with a heuristic)

Posted by [pvozenilek](#) on Thu, 28 Jun 2007 03:43:15 GMT

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Currently one needs to double click inside the thin left band in the editor. This is somewhat annoying and nonintuitive (BCB, wxDevC++, MSVC allow just single click). OTOH is is sometimes too easy and annoying to misclick and add a breakpoint.

Perhaps the system may recognize intentional click: if the mouse cursor stays in the left band nonmoving or on almost the same place for short time (say ~0.3+ second) then a click into this place is almost certainly breakpoint request and single click is enough.

Also the system could find out whether the breakpoint is on invalid position (since it does color syntax highlighting) and may ignore such clicks (or if it is just off-by-one then move the breakpoint a little bit).

/Pavel

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Subject: Re: [feature] setting breakpoint by single click (with a heuristic)

Posted by [mirek](#) on Thu, 28 Jun 2007 17:47:06 GMT

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I agree clicking is annoying, that is why there is F9 hotkey...

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