
Subject: Escaped backslash in string confuse editor [bug]

Posted by [mdelfede](#) on Mon, 24 Sep 2007 21:06:19 GMT

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In a statement like this :

```
while(i < 10)
{
  if(Line.Find("\\"))
    break;
}
```

the parenthesis match is broken in editor.

ciao

Max

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mirek](#) on Tue, 25 Sep 2007 12:24:56 GMT

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Just tried, seems to be ok (?)

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mdelfede](#) on Tue, 25 Sep 2007 12:54:34 GMT

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Nope....

File Attachments

1) [TheIdeParenthesisBug.png](#), downloaded 652 times

```
void Test(void)
{
  while(i < 10)
  {
    if(Line.Find("\\"))
      break;
  }
} // END Test()
```

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mirek](#) on Tue, 25 Sep 2007 13:15:37 GMT

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Ah, I was looking for the color of text (parenthesis color), not match paper highlight...

Thanks,

Mirek

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mdelfede](#) on Tue, 25 Sep 2007 13:28:25 GMT

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uh ? It's the parenthesis color (and count) that is mistaken, you see in my example, you pair a ')' with a '{', I guess because of the second '\' taken as escape char and not as a literal '\\.

BTW, I didn't notice before the paper colour.... and I was asking myself why code in theide editor is so well readable

Nice idea, that one, really!

Ciao

Max

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mirek](#) on Tue, 25 Sep 2007 14:01:55 GMT

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Well, neverming how do you want to call that color, it is now fixed...

Quick fix: (would be nice to test it thoroughly...):

CodeEditor/CodeEditor.cpp:

```
bool NotEscape(int pos, const WString& s)
{
    return pos == 0 || s[pos - 1] != '\\' ? true : !NotEscape(pos - 1, s);
}
```

```
void CodeEditor::CheckBracket(int li, int pos, int ppos, int pos0, WString ln, int d, int limit)
{
    int li0 = li;
    int lvl = 1;
```

```

pos += d;
ppos += d;
for(;;) {
    int c;
    for(;;) {
        while(pos < 0 || pos >= In.GetLength()) {
            li += d;
            if(d * li >= d * limit)
                return;
            In = GetWLine(li);
            pos = d < 0 ? In.GetLength() - 1 : 0;
            ppos += d;
        }
        c = In[pos];
        if((c == "\"" || c == "\'") && (NotEscape(pos, In) && In[pos - 1] != '\')) {
            pos += d;
            ppos += d;
            int lc = c;
            while(pos < In.GetLength() && pos > 0) {
                if(In[pos] == lc && NotEscape(pos, In)) {
                    pos += d;
                    ppos += d;
                    break;
                }
                pos += d;
                ppos += d;
            }
        }
        else
            break;
    }
    if(islbrkt(c))
        lvi += d;
    if(isrbrkt(c))
        lvi -= d;
    if(lvi <= 0) {
        highlight_bracket_pos0 = pos0;
        highlight_bracket_pos = ppos;
        RefreshLine(li);
        RefreshLine(li0);
        bracket_start = GetTimeClick();
        return;
    }
    pos += d;
    ppos += d;
}
}

```

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mdelfede](#) on Tue, 25 Sep 2007 14:47:30 GMT

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luzr wrote on Tue, 25 September 2007 16:01 Well, neverming how do you want to call that color, it is now fixed...

Quick fix: (would be nice to test it thoroughly...):

I'd like to test it, but svn release is really too buggy to use on Linux, I stopped doing it. If you want I can test the workaround recompiling 2007.1 release (which works like a charm on Linux)... I don't know if your patch is compatible with it.

BTW, i wanted to ask you since some days... the svn is the up-to-date development version, or is an outdated one ? and, if it's outdated, there's some way to stay in sync with latest devel versions ?

Ciao

Max

Subject: Re: Escaped backslash in string confuse editor [bug]

Posted by [mirek](#) on Tue, 25 Sep 2007 16:12:54 GMT

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mdelfede wrote on Tue, 25 September 2007 10:47 luzr wrote on Tue, 25 September 2007 16:01 Well, neverming how do you want to call that color, it is now fixed...

Quick fix: (would be nice to test it thoroughly...):

I'd like to test it, but svn release is really too buggy to use on Linux, I stopped doing it. If you want I can test the workaround recompiling 2007.1 release (which works like a charm on Linux)... I don't know if your patch is compatible with it.

Yes, I believe so.

Quote:

BTW, i wanted to ask you since some days... the svn is the up-to-date development version, or is an outdated one ? and, if it's outdated, there's some way to stay in sync with latest devel versions ?

Usually SVN lags.

Mirek
