Subject: Escaped backslash in string confuse editor [bug]
Posted by mdelfede on Mon, 24 Sep 2007 21:06:19 GMT

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

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

Nope....

File Attachments
1) TheIdeParenthesisBug.png, downloaded 588 times

Subject: Re: Escaped backslash in string confuse editor [bug]
Posted by mirek on Tue, 25 Sep 2007 13:15:37 GMT

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, nevermming 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 >= ln.GetLength()) {
```

```
     li += d;
     if(d * li >= d * limit)
      return;
     ln = GetWLine(li);
     pos = d < 0 ? ln.GetLength() - 1 : 0;
     ppos += d;
    }
   c = ln[pos];
   if((c == '\'' || c == '\"') && (NotEscape(pos, ln) && ln[pos - 1] != '\\')) {
    pos += d;
    ppos += d;
    int lc = c;
    while(pos < ln.GetLength() && pos > 0) {
     if(ln[pos] == lc && NotEscape(pos, ln)) {
      pos += d;
      ppos += d;
      break;
     }
     pos += d;
     ppos += d;
    }
   }
    else
     break;
   }
   if(islbrkt(c))
    lvl += d;
   if(isrbrkt(c))
    lvl -= d;
   if(lvl <= 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

luzr wrote on Tue, 25 September 2007 16:01Well, 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

mdelfede wrote on Tue, 25 September 2007 10:47luzr wrote on Tue, 25 September 2007 16:01Well, 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