
Subject: Fold/Unfold in code editor [FEATURE REQUEST]

Posted by [fudadmin](#) on Wed, 29 Mar 2006 00:35:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fold/Unfold in code editor

Subject: Re: Fold/Unfold in code editor

Posted by [pivica](#) on Wed, 29 Mar 2006 09:52:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

That would be very nice.

Subject: Re: Fold/Unfold in code editor

Posted by [unodgs](#) on Wed, 29 Mar 2006 10:26:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

That would be nice, but frankly in editors that have this feature I dont use it...

IMHO much more useful are blocked operations..

This is my private editor wishlist (lower number - greater priority)

1. Parsing of external headers in assist++
2. Block operations (in the same way ultraedit does them)
3. Syntax highlighting for xml, html, css..
4. list of edited files placed in tabctrl together with workspace pane
5. As an addition to this tabctrl I would like to have 'go to symbol or definition'
6. Multiline tabs

*4,5 - I think this two can be merged into one pane divided as current workspace pane. At the top there are listed opened files, at bottom there are listed symbols of active file.

Subject: Re: Fold/Unfold in code editor

Posted by [fudadmin](#) on Wed, 29 Mar 2006 11:19:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Wed, 29 March 2006 11:26 That would be nice, but frankly in editors that have this feature I dont use it...

I always use Code::Blocks for editing in parralel with Ultimate++. Especially, if I need to navigate through a lot of big files, its various folding/unfolding options are excellent.

Subject: Re: Fold/Unfold in code editor
Posted by [mirek](#) on Wed, 29 Mar 2006 11:43:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Wed, 29 March 2006 06:19unodgs wrote on Wed, 29 March 2006 11:26That would be nice, but frankly in editors that have this feature I dont use it...

I always use Code::Blocks for editing in parralel with Ultimate++. Especially, if I need to navigate through a lot of big files, its various folding/unfolding options are excellent.

BTW, how are you using it?

I suspect that you are folding all function bodies, right?

Mirek

Subject: Re: Fold/Unfold in code editor
Posted by [gprentice](#) on Wed, 29 Mar 2006 11:48:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:That would be nice, but frankly in editors that have this feature I dont use it...

Yeah, same here. Slickedit has code folding and I've used it about once. Could depend on the type of work you're doing I guess but I suspect it's a little overrated and doesn't help productivity much - unlike word completion ...

Graeme

Subject: Re: Fold/Unfold in code editor
Posted by [fudadmin](#) on Wed, 29 Mar 2006 12:00:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Wed, 29 March 2006 12:43fudadmin wrote on Wed, 29 March 2006 06:19unodgs wrote on Wed, 29 March 2006 11:26That would be nice, but frankly in editors that have this feature I dont use it...

I always use Code::Blocks for editing in parralel with Ultimate++. Especially, if I need to navigate through a lot of big files, its various folding/unfolding options are excellent.

BTW, how are you using it?

I suspect that you are folding all function bodies, right?

Mirek

Yes. And classes or "if", "for", "ifdef's" etc. Then it has alternate...

Subject: Re: Fold/Unfold in code editor
Posted by [fudadmin](#) on Wed, 29 Mar 2006 12:03:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

especially usefull when some people put several hundred lines licenses in each file! while the file contains 1 line of code...

Subject: Re: Fold/Unfold in code editor
Posted by [mirek](#) on Wed, 29 Mar 2006 12:22:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Wed, 29 March 2006 07:03especially usefull when some people put several hundred lines licenses in each file! while the file contains 1 line of code...

Well, at least you cannot blame me of that

(I hate that a lot...)

Mirek

Subject: Re: Fold/Unfold in code editor
Posted by [unodgs](#) on Wed, 29 Mar 2006 12:49:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Wed, 29 March 2006 06:19unodgs wrote on Wed, 29 March 2006 11:26That would be nice, but frankly in editors that have this feature I dont use it...

I always use Code::Blocks for editing in parralel with Ultimate++. Especially, if I need to navigate through a lot of big files, its various folding/unfolding options are excellent.

Try to use 'Go to line or symbol'. I have a F2 shortcut for it. I think it's better than code folding. You don't have to scroll text view and expand the proper method. You just type the piece of mehtod/symbol name and press enter..

Subject: Re: Fold/Unfold in code editor
Posted by [unodgs](#) on Wed, 29 Mar 2006 12:55:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

gprentice wrote on Wed, 29 March 2006 06:48Quote:That would be nice, but frankly in editors that have this feature I dont use it...

Yeah, same here. Slickedit has code folding and I've used it about once. Could depend on the type of work you're doing I guess but I suspect it's a little overrated and doesn't help productivity much - unlike word completion ...

Graeme

You mean dynamically opened popup window during typing with all matched variables/method names? (like in visual assist?)
Yes that would be cool.
Current "ctrl+," is too limited as it only displays names found before cursor.

Subject: Re: Fold/Unfold in code editor
Posted by [fudadmin](#) on Wed, 29 Mar 2006 13:13:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Wed, 29 March 2006 13:49

Try to use 'Go to line or symbol'. I have a F2 shortcut for it. I think it's better than code folding. You don't have to scroll text view and expand the proper method. You just type the piece of mehtod/symbol name and press enter..

Ctrl-G shortcut is OK for me.

But how do you navigate comfortably when people put tons of "#ifdefs", which you don't need, without folding?

Edit: Especially, inside e.g "for" loops...

Edit2: and endless comments with their life stories and e-mail discussions...

Subject: Re: Fold/Unfold in code editor
Posted by [mirek](#) on Wed, 29 Mar 2006 19:11:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:

Edit2: and endless comments with their life stories and e-mail discussions...

off topic: Well, that is where my love for comments in the code comes from (Although I agree that I might pushed that too far maybe

Mirek

Subject: Re: Fold/Unfold in code editor
Posted by [gprentice](#) on Thu, 30 Mar 2006 06:52:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Thu, 30 March 2006 00:55

You mean dynamically opened popup window during typing with all matched variables/method names? (like in visual assist?)

Yes that would be cool.

Current "ctrl+," is too limited as it only displays names found before cursor.

Hmmm, well I have to confess I didn't know "Ctrl+," was there coz I'm only just starting to play with the IDE a bit more right now - yeah, that's what I meant ... - it's a great feature - though I would like to be able to use Ctrl+, to step through the list of names instead of having to switch to a different key after pressing Ctrl+,

I haven't used Visual assist but the next release of Slickedit lets you select what type of things show up in the popup window - member names or just local context. It does let you search either forwards or backwards but I don't use forwards direction very often.

(It'll take a lot to drag me away from Slickedit though - jump to definition and pop back is just too useful)

Graeme

Subject: Re: Fold/Unfold in code editor
Posted by [mirek](#) on Fri, 31 Mar 2006 08:36:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Hmmm, well I have to confess I didn't know "Ctrl+," was there

Come on, I have added it per your request.

Quote:

(It'll take a lot to drag me away from Slickedit though - jump to definition and pop back is just too useful)

Jump: Alt+J, Alt+I

Pop back: Alt+Left (forward: Alt+Right)

Mirek

Subject: Re: Fold/Unfold in code editor
Posted by [gprentice](#) on Fri, 31 Mar 2006 09:04:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Fri, 31 March 2006 20:36Quote:Hmmm, well I have to confess I didn't know "Ctrl+," was there

Come on, I have added it per your request.

Quote:

(It'll take a lot to drag me away from Slickedit though - jump to definition and pop back is just too useful)

Jump: Alt+J, Alt+I

Pop back: Alt+Left (forward: Alt+Right)

Mirek

I see Ctrl+, listed in the 12 Dec change list - well I was extremely busy then and didn't notice.

I suggest adding these items to the Assist++ topic and the "Keys" topic in TheIDE help. These are great features in my opinion and should be added to Ultimate++ highlights list. Ultimate++ is fast becoming an excellent editor.

I have a feeling I'm going to look into extending the scripting capability and key rebinding - to list some other things I would like

Graeme

Subject: Re: Fold/Unfold in code editor
Posted by [gprentice](#) on Fri, 31 Mar 2006 09:28:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:I have a feeling I'm going to look into extending the scripting capability and key rebinding

Oops, you can rebind most keys - forgot about that ...

Subject: Re: Fold/Unfold in code editor
Posted by [gprentice](#) on Fri, 31 Mar 2006 10:05:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

This might have been suggested already, but in case not, with "navigate in the file" (Ctrl G), a possibility is to allow selection of what type of C++ elements are listed e.g. you might want to see only function names - many editors provide the ability to display a list of the names of functions in the current file so you can find a particular function quickly. It's probably true that variable and class definitions etc. would mostly come before function definitions in a source file (they usually do in my code) but this means scrolling down to see them (in the Ctrl G window). Also, ideally, it would be possible to have one "hot-key" that brings up the Ctrl G window with function definitions only and one that brings up everything (or whatever you last selected) or something or other ...

Graeme

Subject: Re: Fold/Unfold in code editor
Posted by [unodgs](#) on Fri, 31 Mar 2006 10:20:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote title=luzr wrote on Fri, 31 March 2006 03:36]Quote:
Pop back: Alt+Left (forward: Alt+Right)
Mirek

I didn't know these two...

Subject: Re: Fold/Unfold in code editor
Posted by [unodgs](#) on Fri, 31 Mar 2006 10:37:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

gprentice wrote on Fri, 31 March 2006 05:05
This might have been suggested already, but in case not, with "navigate in the file" (Ctrl G), a possibility is to allow selection of what type of C++ elements are listed e.g. you might want to see only function names - many editors provide the ability to display a list of the names of functions in the current file so you can find a particular function quickly. It's probably true that variable and class definitions etc. would mostly come before function definitions in a source file (they usually do in my code) but this means scrolling down to see them (in the Ctrl G window). Also, ideally, it would be possible to have one "hot-key" that brings up the Ctrl G window with function definitions only and one that brings up everything (or whatever you last selected) or something or other ...

Graeme

There could be tabctrl in Ctrl G window with sheets:

all, functions, variables, classes..

PS: This is the good time to renew my request about 'tabbed'workspace. See attached screenshot to see what I mean (sorry for my terrible painting skills)

Edit:

I moved the screenshot to "Tabbed workspaces..." topic (saving space) fudadmin

Subject: Re: Fold/Unfold in code editor
Posted by [fudadmin](#) on Fri, 31 Mar 2006 10:56:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote title=unodgs wrote on Fri, 31 March 2006 11:20]luzr wrote on Fri, 31 March 2006 03:36Quote:
Pop back: Alt+Left (forward: Alt+Right)
Mirek

I didn't know these two...

That's why I think this kind of options must be in the context menu - for learning and reminding purposes for some people
(including me...) and to avoid complains that theIDE has half of features of ...(some "favourite" list)

Subject: Re: Fold/Unfold in code editor
Posted by [fudadmin](#) on Fri, 31 Mar 2006 11:21:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Fri, 31 March 2006 11:37

There could be tabctrl in Ctrl G window with sheets:
all, functions, variables, classes..

PS: This is the good time to renew my request about 'tabbed'workspace. See attached screenshot to see what I mean (sorry for my terrible painting skills)

But this is not a good topic...
- I've started a new one for this discussion.

Subject: Re: Fold/Unfold in code editor

Posted by [unodgs](#) on Fri, 31 Mar 2006 11:21:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

[quote title=fudadmin wrote on Fri, 31 March 2006 05:56]unodgs wrote on Fri, 31 March 2006 11:20luzr wrote on Fri, 31 March 2006 03:36Quote:

Pop back: Alt+Left (forward: Alt+Right)

Mirek

I didn't know these two...

That's why I think this kind of options must be in the context menu - for learning and reminding purposes for some people

(including me...) and to avoid complains that theIDE has half of features of ...(some "favourite" list)

Hmm.. I understand for newbies it is better, but IMO in context menu there should be only the most important things.. Too large context menu scares me a little bit..

Subject: Re: Fold/Unfold in code editor

Posted by [fudadmin](#) on Fri, 31 Mar 2006 11:24:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Fri, 31 March 2006 12:21Quote:

That's why I think this kind of options must be in the context menu - for learning and reminding purposes for some people

(including me...) and to avoid complains that theIDE has half of features of ...(some "favourite" list)

Hmm.. I understand for newbies it is better, but IMO in context menu there should be only the most important things.. Too large context menu scares me a little bit..

I'm scared when I can't customize them!

Subject: Re: Fold/Unfold in code editor

Posted by [tojocky](#) on Mon, 23 Jun 2008 09:33:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Code folding is important for well programming!

I programming in other languages and other IDEs and I want to say that Fold/Unfold code editor is important (for me).

For example: for understand a massive code we can collapse "if" "for" or other collections wich we do not want for analysing in detailed. In this case code will be clear for understanding and productivity will increase! Is tested on me!

File index (Ctrl+F12), Browser++ (Ctrl+B), Navigate in the file (Ctrl+G), Virtual Methods (Alt+V) and other mechanisms is important too in programming! Thank you for this mechanisms!

Subject: Re: Fold/Unfold in code editor
Posted by [captainc](#) on Mon, 23 Jun 2008 20:47:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

well you definitely brought this thread back from the dead!

Subject: Re: Fold/Unfold in code editor [FEATURE REQUEST]
Posted by [Mircode](#) on Sat, 06 Oct 2012 22:03:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I still want Codefolding.

Subject: Re: Fold/Unfold in code editor [FEATURE REQUEST]
Posted by [mirek](#) on Wed, 10 Oct 2012 20:12:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mircode wrote on Sat, 06 October 2012 18:03I still want Codefolding.

Well, I understand there is demand for this feature, so when ide is going for overhaul (perhaps after MacOS X support), I will consider adding it.

For now, I have filled RM request...

<http://www.ultimatepp.org/redmine/issues/335>

Mirek

Subject: Re: Fold/Unfold in code editor [FEATURE REQUEST]
Posted by [unodgs](#) on Wed, 10 Oct 2012 20:41:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mircode wrote on Sat, 06 October 2012 18:03I still want Codefolding.
Funny, I found this feature really unusefull. I always turn it off in every editor
