
Subject: TheIDE Find/Replace
Posted by [mirek](#) on Mon, 08 Feb 2010 22:31:35 GMT
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OK, so per popular request, I have "separated" Find dialog (actually, it is still the same dialog, with some parts hidden). Same for Find in Files.

Please check whether the current version is less confusing!

Mirek

Subject: Re: TheIDE Find/Replace
Posted by [mirek](#) on Mon, 08 Feb 2010 22:33:29 GMT
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P.S.: You have to delete .cfg of theide to get default keys or redefine them; however it is Ctrl+F for Find, Ctrl+H for Replace and with Shift for "in files" (all taken from Visual Studio).

Subject: Re: TheIDE Find/Replace
Posted by [koldo](#) on Tue, 09 Feb 2010 07:52:27 GMT
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Failed post...

Great job Mirek. This is what we needed.

Subject: Re: TheIDE Find/Replace
Posted by [fudadmin](#) on Tue, 09 Feb 2010 08:01:39 GMT
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koldo wrote on Tue, 09 February 2010 07:52Hello Mirek

Thank you for your improvements in the editor.

Now Ctrl-F has two behaviors:

- If no text is selected, it finds text
- If text is selected, it does a "Replace in Selection"

Is it a way to configure Ctrl-F for acting always as find text ?

Just to ask something additional , it would be useful if Ctrl-F (and Ctrl-Shift-F) would search for the selected text.

long time ago I was tired of pressing Ctrl_I to have inserted selected text into FindInFiles... so my version looks like this:

```
void Ide::FindInFiles() {
    stringstream ss;
    editor.SerializeFind(ss);
    ss.Open(ss.GetResult());
    SerializeFf(ss);
    String findsel = editor.IsSelection()? editor.GetSelection() : editor.GetWord();//aris002
    if (!findsel.IsEmpty()){
        ff.find<=<= findsel;
        ff.find.AddHistory();
    }

    if(String(ff.folder).IsEmpty())
        ff.folder <=<= GetUppDir();
    ff.style <=<= STYLE_NO_REPLACE;
    ff.itext = editor.GetI(); //aris002 should not use this at all? or find 1more way?
    int c = ff.Execute();
    ss.Create();
    SerializeFf(ss);
    ss.Open(ss.GetResult());
    editor.SerializeFind(ss);
    if(c == IDOK && !String(ff.find).IsEmpty()) {
        Renumber();
        ff.find.AddHistory();
        ff.files.AddHistory();
        ff.folder.AddHistory();
        ff.replace.AddHistory();

        Progress pi("Found %d files to search.");
        Vector<String> files;
        SearchForFiles(files, NormalizePath((String)ff.folder, GetUppDir()), ~ff.files, pi);
        if(!pi.Canceled()) {
            String pattern;
            if(ff.wildcards) {
                String q = ~ff.find;
                for(const char *s = q; *s; s++)
                    if(*s == '\\') {
                        s++;
                        if(*s == '\\0') break;
                        q.Cat(*s);
                    }
                else
                    switch(*s) {
                        case '*': pattern.Cat(WILDANY); break;
                        case '?': pattern.Cat(WILDONE); break;
                    }
            }
        }
    }
```

```

    case '%': pattern.Cat(WILDSPACE); break;
    case '#': pattern.Cat(WILDNUMBER); break;
    case '$': pattern.Cat(WILDID); break;
    default: pattern.Cat(*s);
  }
}
else
  pattern = ~ff.find;
pi.SetTotal(files.GetCount());
ShowConsole();
console.Clear();
pi.SetPos(0);
int n = 0;
for(int i = 0; i < files.GetCount(); i++) {
  pi.SetText(files[i]);
  if(pi.StepCanceled()) break;
  if(!SearchInFile(files[i], pattern, ff.wholeword, ff.ignorecase, n))
    break;
}
console << Format("%d occurrence(s) have been found.\n", n);
}
}
SetErrorEditor();
}

```

it selects a word where the caret is. Should work if I haven't missed anything else

Subject: Re: TheIDE Find/Replace
 Posted by [mirek](#) on Tue, 09 Feb 2010 09:40:52 GMT
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I have made some more fixes to the thing.

I hope it should work as desired now.

Subject: Re: TheIDE Find/Replace
 Posted by [fudadmin](#) on Tue, 09 Feb 2010 10:45:53 GMT
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Clever! It just took a while (couldn't figure that out from the FindInFiles.cpp) that I need to change the ide environment editor settings to get the automatic selection into Find/Replace dialogs...

Subject: Re: TheIDE Find/Replace

Posted by [mirek](#) on Tue, 09 Feb 2010 11:58:08 GMT

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fudadmin wrote on Tue, 09 February 2010 03:01koldo wrote on Tue, 09 February 2010 07:52Hello Mirek

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    if (!findsel.IsEmpty()){
        ff.find<=<= findsel;
        ff.find.AddHistory();
    }

    if(String(ff.folder).IsEmpty())
        ff.folder <=<= GetUppDir();
    ff.style <=<= STYLE_NO_REPLACE;
    ff.itext = editor.GetI(); //aris002 should not use this at all? or find 1more way?
    int c = ff.Execute();
    ss.Create();
    SerializeFf(ss);
    ss.Open(ss.GetResult());
    editor.SerializeFind(ss);
    if(c == IDOK && !String(ff.find).IsEmpty()) {
        Renummer();
        ff.find.AddHistory();
        ff.files.AddHistory();
        ff.folder.AddHistory();
        ff.replace.AddHistory();
    }
}
```

```

Progress pi("Found %d files to search.");
Vector<String> files;
SearchForFiles(files, NormalizePath((String)ff.folder, GetUppDir()), ~ff.files, pi);
if(!pi.Canceled()) {
    String pattern;
    if(ff.wildcards) {
        String q = ~ff.find;
        for(const char *s = q; *s; s++)
            if(*s == '\\') {
                s++;
                if(*s == '\\0') break;
                q.Cat(*s);
            }
        else
            switch(*s) {
                case '*': pattern.Cat(WILDANY); break;
                case '?': pattern.Cat(WILDONE); break;
                case '%': pattern.Cat(WILDSPACE); break;
                case '#': pattern.Cat(WILDNUMBER); break;
                case '$': pattern.Cat(WILDID); break;
                default: pattern.Cat(*s);
            }
    }
    else
        pattern = ~ff.find;
    pi.SetTotal(files.GetCount());
    ShowConsole();
    console.Clear();
    pi.SetPos(0);
    int n = 0;
    for(int i = 0; i < files.GetCount(); i++) {
        pi.SetText(files[i]);
        if(pi.StepCanceled()) break;
        if(!SearchInFile(files[i], pattern, ff.wholeword, ff.ignorecase, n))
            break;
    }
    console << Format("%d occurrence(s) have been found.\n", n);
}
}
SetErrorEditor();
}

```

it selects a word where the caret is. Should work if I haven't missed anything else

Actually, this functionality was added to the IDE two years ago (if I remember well). I am not sure if it is based on your code/proposal, but interestingly, it indeed is Ctrl+I. But there is also a small

icon in the field (and you can insert to Replace field as well).

Mirek

Subject: Re: TheIDE Find/Replace

Posted by [fudadmin](#) on Tue, 09 Feb 2010 14:26:01 GMT

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Ctrl_I was yours. (I can't remember when it appeared) But at that time I couldn't get the word from current caret position (or maybe was too blind to find and enable it in ide settings) so I added my own version. It was more than 2 years ago...

The lesson for me "allways check all possible menus!"

On the other hand, in forums there are plenty of questions , e.g , like "How to comment a selected block?"

Shouldn't be all goodies set true by default?

Subject: Re: TheIDE Find/Replace

Posted by [mirek](#) on Tue, 09 Feb 2010 14:48:33 GMT

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fudadmin wrote on Tue, 09 February 2010 09:26Ctrl_I was yours. (I can't remember when it appeared) But at that time I couldn't get the word from current caret position (or maybe was too blind to find and enable it in ide settings) so I added my own version. It was more than 2 years ago...

The lesson for me "allways check all possible menus!"

On the other hand, in forums there are plenty of questions , e.g , like "How to comment a selected block?"

Shouldn't be all goodies set true by default?

Well, a) I have learned to be conservative, prefer to make pre-existing mode default (I have made big exception with Find and Replace though) b) Personally, I find "Comment selected block" extremely annoying

Mirek
