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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

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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).

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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.

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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

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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.

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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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```
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    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()) {
        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

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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?

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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

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