
Subject: CodeEditor current caret position mark on gutter

Posted by **fudadmin** on Tue, 09 Feb 2010 15:05:41 GMT

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Maybe someone would like something like this:
CodeEditor current caret position mark on gutter

I like it esp. when using Alt_I Alt_J

if yes, then use those 2 changes in EditorBar.cpp:

```
void EditorBar::Paint(Draw& w)
{
    static Image (*numeri[])() = {
        CodeEditorImg::N0, CodeEditorImg::N1, CodeEditorImg::N2, CodeEditorImg::N3,
        CodeEditorImg::N4,
        CodeEditorImg::N5, CodeEditorImg::N6, CodeEditorImg::N7, CodeEditorImg::N8,
        CodeEditorImg::N9,
    };
    Size sz = GetSize();
    w.DrawRect(0, 0, sz.cx, sz.cy, SColorLtFace);
    if(!editor) return;
    int fy = editor->GetFontSize().cy;
    int hy = fy >> 1;
    int y = 0;
    int i = editor->GetScrollPos().y;
    int cy = GetSize().cy;
    bool hi_if = (hilite_if_endif && (editor->highlight == CodeEditor::HIGHLIGHT_CPP
        || editor->highlight == CodeEditor::HIGHLIGHT_JAVA));
    Vector<CodeEditor::IfState> previf;
    if(hi_if)
        previf <= editor->ScanSyntax(i).ifstack;
    int ptri[2];
    for(int q = 0; q < 2; q++)
        ptri[q] = ptrline[q] >= 0 ? GetLineNo(ptrline[q]) : -1;
    while(y < cy) {
        String b;
        int err = 0;
        int edit = 0;
        String ann;
        Image icon;
        if(i < li.GetCount()) {
            const LnInfo& l = li[i];
            b = l.breakpoint;
```



```

}

if(editor->GetMarkLines()) {
    int width = CodeEditorImg::Breakpoint().GetWidth() >> 1;
    if(edit)
    {
        int age = (int)(log((double)(editor->GetUndoCount() + 1 - edit)) * 30);
        w.DrawRect(0, y, width, fy, Blend(LtBlue, SColorLtFace(), min(220, age)));
    }
    if(err)
        w.DrawRect(width, y, width, fy, err == 1 ? LtRed : (err == 2 ? Color(255, 175, 0) : Green));
}

if(!b.IsEmpty())
    sPaintImage(w, y, fy, b == "1" ? CodeEditorImg::Breakpoint() :
                b == "\xe" ? CodeEditorImg::InvalidBreakpoint() :
                CodeEditorImg::CondBreakpoint());
for(int q = 0; q < 2; q++)
    if(ptri[q] == i)
        sPaintImage(w, y, fy, ptrimg[q]);

if(annotations && !isNull(icon))
    w.DrawImage(sz.cx - annotations, y + (fy - icon.GetSize().cy) / 2, icon);

y += fy;
i++;
}
}

```

and CodeEditor.cpp:

```

void CodeEditor::SelectionChanged()
{
    if(!foundsel) {
        CloseFindReplace();
        found = false;
        notfoundfw = notfoundbk = false;
        findreplace.amend.Disable();
    }
    CheckBrackets();
    bar.Refresh(); //aris002
}

```

File Attachments

-
- 1) [screenEditorMark1.png](#), downloaded 507 times
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Subject: Re: CodeEditor current caret position mark on gutter
Posted by [mirek](#) on Tue, 09 Feb 2010 15:51:40 GMT

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What a nice idea - adopted.

(I have played with color a bit and added an option - but this time it is ON by default).
