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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 (*numerii[]) = {
        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;
```

```

err = l.error;
edit = l.edited;
icon = l.icon;
ann = l.annotation;
}
if (editor->GetCaret().top==y) //aris002
w.DrawRect(0, y, sz.cx, fy, Yellow);

if(line_numbers && i < editor->GetLineCount()) {
String n = AsString(i + 1);
for(int q = 0; q < 4 && q < n.GetLength(); q++) {
w.DrawImage(sz.cx - 8 - q * 6,
y + (fy - CodeEditorImg::N0().GetSize().cy) / 2,
numerj[n[n.GetLength() - 1 - q] - '0'],
// CodeEditorImg::Vector[n[n.GetLength() - 1 - q] - '0' + CodeEditorImg::l_N0],
Brown);
}
}
if(hi_if) {
Vector<CodeEditor::IfState> nextif;
if(i < li.GetCount())
nextif <<= editor->ScanSyntax(i + 1).ifstack;
int pifl = previf.GetCount(), nifl = nextif.GetCount();
int dif = max(pifl, nifl);
if(--dif >= 0) {
char p = (dif < pifl ? previf[dif].state : 0);
char n = (dif < nifl ? nextif[dif].state : 0);
int wd = min(2 * (dif + 1), sz.cx);
int x = sz.cx - wd;
Color cn = CodeEditor::SyntaxState::IfColor(n);
if(p == n)
w.DrawRect(x, y, 1, fy, cn);
else {
Color cp = CodeEditor::SyntaxState::IfColor(p);
w.DrawRect(x, y, 1, hy, cp);
w.DrawRect(x, y + hy, wd, 1, Nvl(cn, cp));
w.DrawRect(x, y + hy, 1, fy - hy, cn);
if(--dif >= 0) {
x = sz.cx - min(2 * (dif + 1), sz.cx);
if(!p)
w.DrawRect(x, y, 1, hy, CodeEditor::SyntaxState::IfColor(dif < pifl ? previf[dif].state : 0));
if(!n)
w.DrawRect(x, y + hy, 1, fy - hy, CodeEditor::SyntaxState::IfColor(dif < nifl ? nextif[dif].state :
0));
}
}
}
previf = nextif;

```

```

}
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:

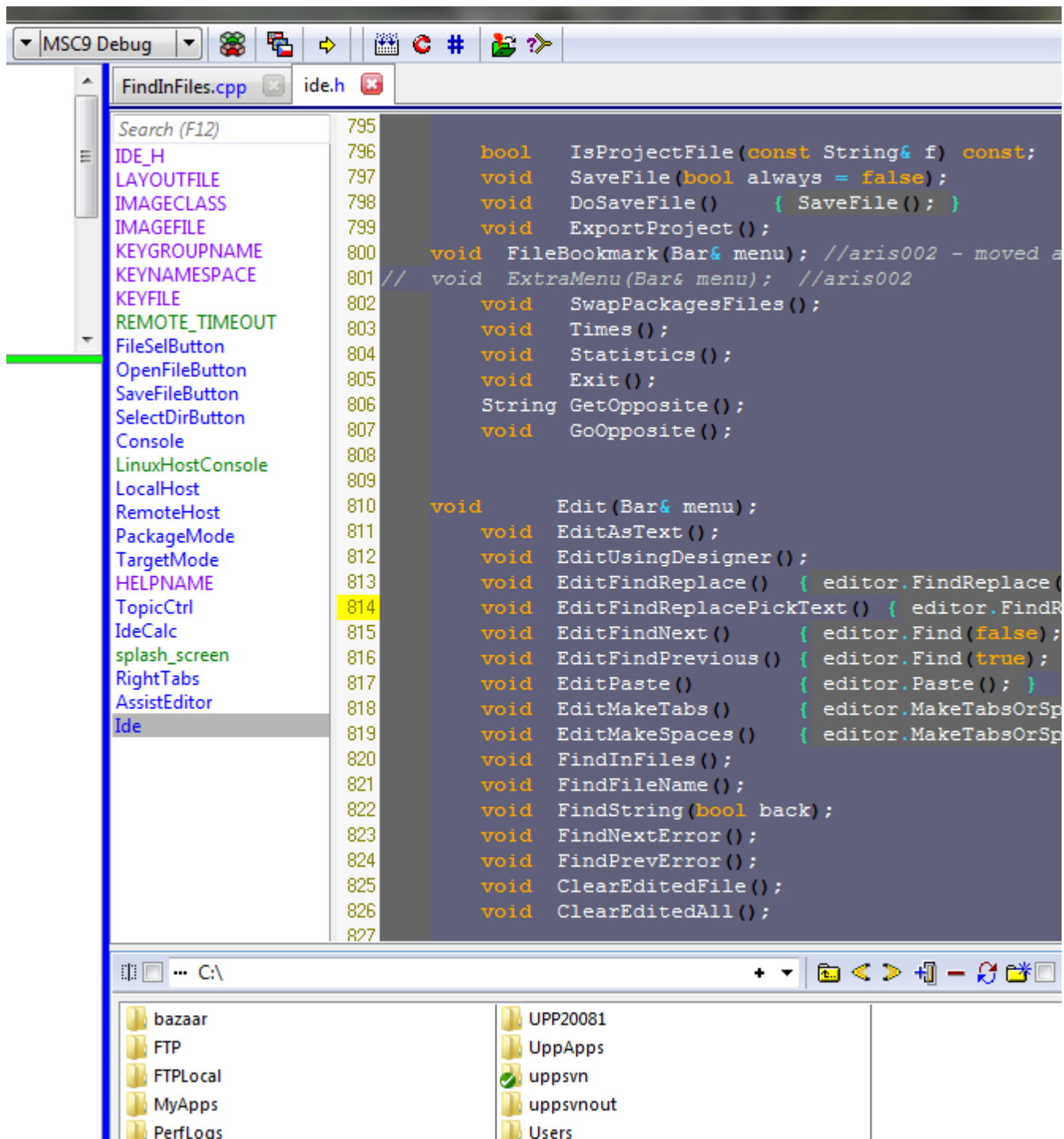
```

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

```

## File Attachments

1) [screenEditorMark1.png](#), downloaded 631 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).

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