
Subject: QTF editor feature request + patch
Posted by [dolik.rce](#) on Mon, 28 Jun 2010 20:30:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek,

When creating some app, I often change my mind about what should the widgets, dialogues etc. say to the user. The QTF is a great tool to write good looking messages, but it could be even better

Now, if you want to edit already existing text, you have to: copy it, press alt+Q, paste it, do the editing, close the dialog and replace previous text with the new one from clipboard.

I think it would make sense to shorten this to: select text, press Alt+Q, do the editing, close dialog. That is cutting two unnecessary key strokes

The code would be something like:

```
void Ide::QtF()
{
    QtfDlg dlg;
    LoadFromGlobal(dlg, "QTF-designer");
    int l,h;
    bool sel=editor.GetSelection(l,h);
    if(sel){
        dlg.text<=<=(~editor).ToString().Mid(l,h-l);
        dlg.copy.SetLabel("Apply and close");
    }
    dlg.Run();
    if(sel){
        editor.Remove(l,h-l);
        editor.Insert(l,(~dlg.text).ToString());
    }
    StoreToGlobal(dlg, "QTF-designer");
}
```

What do you think about it?

Best regards,
Honza

Subject: Re: QTF editor feature request + patch
Posted by [mirek](#) on Wed, 08 Sep 2010 07:47:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

dolik.rce wrote on Mon, 28 June 2010 16:30: Hello Mirek,

When creating some app, I often change my mind about what should the widgets, dialogues etc.

say to the user. The QTF is a great tool to write good looking messages, but it could be even better

Now, if you want to edit already existing text, you have to: copy it, press alt+Q, paste it, do the editing, close the dialog and replace previous text with the new one from clipboard.

I think it would make sense to shorten this to: select text, press Alt+Q, do the editing, close dialog. That is cutting two unnecessary key strokes

The code would be something like:

```
void Ide::QtF()
{
    QtFDlg dlg;
    LoadFromGlobal(dlg, "QTF-designer");
    int l,h;
    bool sel=editor.GetSelection(l,h);
    if(sel){
        dlg.text<=<=(~editor).ToString().Mid(l,h-l);
        dlg.copy.SetLabel("Apply and close");
    }
    dlg.Run();
    if(sel){
        editor.Remove(l,h-l);
        editor.Insert(l,(~dlg.text).ToString());
    }
    StoreToGlobal(dlg, "QTF-designer");
}
```

What do you think about it?

Best regards,
Honza

OK, but to be conservative, I would like to have an option (in setup/Environment) that enables it - which would be ON by default.

Subject: Re: QTF editor feature request + patch
Posted by [dolik.rce](#) on Wed, 08 Sep 2010 15:46:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Wed, 08 September 2010 09:47: OK, but to be conservative, I would like to have an option (in setup/Environment) that enables it - which would be ON by default.

As you wish Just committed.

This is my first "visible" change to the ide, I hope I didn't mess up anything

