Subject: finding text
Posted by piotr5 on Thu, 01 Dec 2005 11:53:34 GMT
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just so this isn't empty: I don't like the long list of
different find-options in the edit-menu. I wouldn't like
a seperate "search" menu either. instead searching should
be handled in a single dialogue-layout (or maybe 2). just
my opinion. for example integrating search into the lower
part of the edit-window where already calculator, output
and debugger are located would be nice. what do other
people think of the search-box layout as it is now?

there's an ancient project called "snide" of sf.net which
implements a nice search-pane for qt, I liked that...

Subject: Re: finding text
Posted by mirek on Thu, 01 Dec 2005 17:37:13 GMT
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piotr5 wrote on Thu, 01 December 2005 06:53just so this isn't empty: I don't like the long list of
different find-options in the edit-menu. I wouldn't like
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Actually, there are two find text dialogs - one for searching the current file and second for searching directories of files...

Those many find commands in Edit menu are mostly due to fact that different other operations are named as "Find" too as well as that there are some handy hotkeys for basic find operations.

However, I was alreadu thinking about maybe adopting something similar to "firefox" search...

Subject: Re: finding text
Posted by piotr5 on Thu, 13 Jul 2006 14:37:58 GMT
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I was thinking about the console-part of theide which already is used for multiple purposes. there an unified find-dialogue could be situated (preferable 2 find-dialogues: one for general search and one integrated into the assist-display for assist-alike search). but please put file-search and editor-search into a single menu-item.