Subject: finding text Posted by piotr5 on Thu, 01 Dec 2005 11:53:34 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 a seperate "search" menu either. instead searching should be handled in a single dialogue-layout (or maybe 2). just

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 View Forum Message <> Reply to Message

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.