Subject: How to duplicate line.
Posted by sergeynikitin on Sat, 06 Sep 2014 22:41:17 GMT
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It's very useful to press Ctrl+D to duplicate line in codeeditor.

Maybe one of next release TheIde You can add this hot key?

Subject: Re: How to duplicate line.
Posted by mirek on Thu, 18 Sep 2014 11:10:11 GMT
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I do not know, as Ctrl+C copies the line when there is not selection, it is matter of pressing Ctrl+C, Ctrl+V.... (or, perhaps Ctrl+C, Home, Ctrl+V)

Mirek

Subject: Re: How to duplicate line.
Posted by sergeynikitin on Fri, 19 Sep 2014 05:05:55 GMT
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Thanks.
(I use many an ide at the same time (for Java, js, a python...) and it is very convenient to have the single hot key as Ctrl+D or Ctrl+2
to copy a line. Possibly we to make the hot keys similar?)

Thanks. I will try to use.

Subject: Re: How to duplicate line.
Posted by Klugier on Fri, 19 Sep 2014 19:19:54 GMT
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Hello sergeynikitin ,

Current line duplication in U++ is similar to M$ Visual Studio. So, I think we shouldn't change this behavior, but we can imrpove one thing "CTRL+C" could copy additional new line symbol to put "CTRL+V" product to new line (This implementetion will be exactly the same like this in Visual Studio and probably other editors).

Personally, I think that Netbeans/Eclipse solution is optimal, because you can decide where to copy new line on the top or on the bottom

Links:
http://stackoverflow.com/questions/2279000/visual-studio-sho rt-cut-key-duplicate-line (Line

duplication shortcut for various IDEs)

Sincerely,
Klugier

Subject: Re: How to duplicate line.
Posted by Klugier on Fri, 19 Sep 2014 20:22:13 GMT
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Hello Mirek,

I think that current implementetion dosen't work as good as it can. So correct implementation should look like this (Pleace notice that I don't know that it dosen't break rectangular selection):

```
void TextCtrl::Copy()
{
 WString txt;

 int l, h;
 if(!GetSelection(l, h) && !IsAnySelection()) {
  int i = GetLine(cursor);
  l = GetPos(i);
  h = l + line[i].GetLength();
  txt = "\n";
 }
 if(IsRectSelection())
  txt = CopyRectSelection();
 else
  txt += GetW(l, h - l);
 ClearClipboard();
 AppendClipboardUnicodeText(txt);
 AppendClipboardText(txt.ToString());
}
```

// File CtrlLib/Text.cpp

New line is genereting by adding simply assignment. One thing is important here, we cannot add + 1 to h local variable, beacuse we don't want to copy line ending new line!!! Can you check this and review this code?

P.S.
It seems that Text.cpp file needs code standarization, because all function opening brakets beggining in the same line where the function name is. More in diff... This implementation works exactly the same like this in Notepad++ (CTRL+D) or Visual Studio(CTRL+C + CTRL+V).

Sincerely,
Klugier

File Attachments

1) TextLineDuplicationFix.diff, downloaded 712 times

Subject: Re: How to duplicate line.
Posted by mirek on Sun, 21 Sep 2014 15:26:14 GMT
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I do not know, Klugier. I think the original behavior is more logical to me, with your patch, I would always needed to place cursor at the end of line after which I wand to insert a duplicate. Original version requires me to place it at the beginning of line before which I want to place it...

Mirek

Subject: Re: How to duplicate line.
Posted by mirek on Sun, 21 Sep 2014 15:56:49 GMT
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sergeynikitin wrote on Fri, 19 September 2014 07:05Thanks.
(I use many an ide at the same time (for Java, js, a python...) and it is very convenient to have the single hot key as Ctrl+D or Ctrl+2

Well, Ctrl+D is available, so be it

Implemented.

Mirek

Subject: Re: How to duplicate line.
Posted by sergeynikitin on Mon, 22 Sep 2014 16:58:40 GMT
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Thank you!!!
