
Subject: [FIXED] CodeEditor does not refresh when the client code does not call to Highlight()

Posted by [omari](#) on Wed, 05 Nov 2014 13:33:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

Moving the call to Highlight(NULL); three line after, in the constructor of CodeEditor resolve this issue.

CodeEditor.cpp, line 970:

replace:

```
Highlight(NULL);  
barline = true;  
sb.WithSizeGrip();  
DefaultHIStyles();
```

by:

```
barline = true;  
sb.WithSizeGrip();  
DefaultHIStyles();  
Highlight(NULL);
```

Thanks.

Subject: Re: [BUG ?] CodeEditor does not refresh when the client code does not call to Highlight()

Posted by [Klugier](#) on Sat, 29 Nov 2014 00:25:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello omari,

After investigating last changes from CodeEditor code I have found that this patch is on the trunk from revision 7864. Thank you for your patch. You can also change status from "BUG ?" to "APPROVED".

Link to revision diff: [https://code.google.com/p/upp-mirror/source/diff?spec=svn7864&r=7864&format=side&path=/trunk/uppsrc/CodeEdit or/CodeEditor.cpp](https://code.google.com/p/upp-mirror/source/diff?spec=svn7864&r=7864&format=side&path=/trunk/uppsrc/CodeEdit%20or/CodeEditor.cpp)

Sincerely,
Klugier

Subject: Re: [APPROVED] CodeEditor does not refresh when the client code does not call to Highlight()

Posted by [omari](#) on Sat, 29 Nov 2014 04:50:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Klugier,

thank you for this information
