
Subject: A small issue with CodeEditor
Posted by [cbpporter](#) on Thu, 25 Feb 2016 12:55:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just adding a CodeEditor to a window and setting line numbers and edit marks to true makes the edit mark be displayed over the line numbers.

This happens in all samples, except TheIDE, which somehow fixes this. I was not yet able to track down the issue but I'm investigating it.

I attached a simple test case. Just type something in the editor and the blue mark will be placed upon the "1" in line 1.

File Attachments

1) [testce.zip](#), downloaded 300 times

Subject: Re: A small issue with CodeEditor
Posted by [cbpporter](#) on Fri, 26 Feb 2016 13:06:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, this is very weird. Te out of the box EditorBar positioning is not the way it appears in TheIDE and based on the code I don't know how it could.

But here is what I found to work really good:

```
if(line_numbers && i < editor->GetLineCount()) {  
    String n = AsString((i + 1) % 1000000);  
    Font fnt = editor->GetFont();  
    Size tsz = GetTextSize(n, fnt);  
    w.DrawText(sz.cx + 1 + CodeEditorImg::Breakpoint().GetWidth() - Zx(4 + 12) - tsz.cx -  
    annotations, y + (fy - tsz.cy) / 2, n, fnt, Brown);  
}
```

The DrawText line is the only one I changed.

I still have this weird empty line at the end of the CodeEditor, like in the attached image.

File Attachments

1) [ce.png](#), downloaded 758 times

Subject: Re: A small issue with CodeEditor
Posted by [cbpporter](#) on Fri, 26 Feb 2016 13:53:38 GMT

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

Also, could we get this added to TabBar?

```
void AddFrameToScroolBar(CtrlFrame& fr)    { sc.AddFrame(fr); }
```

I need to add frames to that little scrollbar.

Subject: Re: A small issue with CodeEditor
Posted by [Klugier](#) on Fri, 26 Feb 2016 20:49:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello cppborder,

I think we also put breakpoint in the wrong place. Please notice that it overlaps age information. In addition client programmer should have ability to turn off annotations and breakpoints.

For the firs issue I posted diff that adds age_width parameter to EditorBar and use it in draw method and size synchronization.

EDIT: DIFF deleted due to destroying annotations.

Sincerely,
Klugier

Subject: Re: A small issue with CodeEditor
Posted by [cbpporter](#) on Sat, 27 Feb 2016 02:01:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Klugier,

I noticed that too, but I think it is perfectly fine for breakpoints to overlap the age block. Breakpoints are transitory and usually don't hang around a lot, that's why I didn't feel like having them overlay is a problem.

Aren't annotations off until you add them?

Right now I'm working on a mini code outline, like in Sublime text on the right in the image:
<http://www.tecmint.com/wp-content/uploads/2013/09/Sublime-Text-3.png>

Subject: Re: A small issue with CodeEditor

Posted by [Klugier](#) on Sat, 27 Feb 2016 19:53:27 GMT

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

Hello cbpporter,

OK. Breakpoint can stay as it is, but we should have option to disable it. I think for app that only allows editing code this function is not necessary. So we should introduce function like "DebuggerInterface(bool b);". What do you think?

Quote:

Aren't annotations off until you add them?

Right, annotations size is set by default to zero (look at EditorBar constructor). If you want to enable it you will probably need to use following method of EditorBar (CodeEditor/EditorBar.cpp):

```
void EditorBar::Annotations(int width)
{
    annotations = width;
    SyncSize();
}
```

Quote:

Right now I'm working on a mini code outline, like in Sublime text on the right in the image:
<http://www.tecmint.com/wp-content/uploads/2013/09/Sublime-Text-3.png>

I wish we have separate code editor app outside TheIDE - maybe "U++ Edit" :). Please notice that U++ code editor is super fast. In my opinion it works better than other tools like notepad++.

Sincerely,
Klugier

Subject: Re: A small issue with CodeEditor

Posted by [cbpporter](#) on Thu, 03 Mar 2016 09:43:59 GMT

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

I did some progress with the preview but won't have time to finish it this release, so I'll hit it up again for next release.

As for breakpoints, if CodeEditor is wished to have the breakpoints optional, I can update the bar drawing to take this into account and post the code.

Subject: Re: A small issue with CodeEditor

Posted by [cbpporter](#) on Tue, 08 Mar 2016 15:30:03 GMT

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

How about this?

File Attachments

1) [ce1.png](#), downloaded 385 times

Subject: Re: A small issue with CodeEditor

Posted by [cbpporter](#) on Tue, 08 Mar 2016 15:31:22 GMT

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

One image per post limit!

File Attachments

1) [ce2.png](#), downloaded 333 times

Subject: Re: A small issue with CodeEditor

Posted by [cbpporter](#) on Tue, 08 Mar 2016 15:32:51 GMT

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

And you can only post once 45 seconds? Do we get so many floods?

File Attachments

1) [ce3.png](#), downloaded 365 times

Subject: Re: A small issue with CodeEditor

Posted by [cbpporter](#) on Tue, 08 Mar 2016 15:34:32 GMT

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

Last one!

File Attachments

1) [ce4.png](#), downloaded 352 times
