
Subject: [solved] Next CodeEditor misery: selecting highlighted text colors does not work

Posted by [cbpporter](#) on Wed, 11 May 2016 11:09:18 GMT

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I have an IDE inspired syntax highlight colors dialog and I'm using a straightforward colors table of ints to store the index of the colors I want to edit.

I'm using basically the same code from ide/Setup.cpp:

```
for(int i = 0; i < colors.GetCount(); i++) {  
    int j = colors[i];  
    editor.SetHlStyle(j, hlt.hlstyle.Get(i, 1), hlt.hlstyle.Get(i, 2),  
                      hlt.hlstyle.Get(i, 3), hlt.hlstyle.Get(i, 4));  
    //if (i == 2 || i == 3)  
    // editor.SetColor(i, hlt.hlstyle.Get(i, 1));  
}
```

All colors work except for index 2 and 3, which are the selected text ink and paper. Even setting them directly with a hardcoded value does not work for me and they are always white on blue.

Uncommenting the two commented lines as a hack works, but this causes the lower portion of CodeEditor, the region under the text, to be highlighted as selected.

I'll continue to investigate this very strange issue.

PS: I found a bunch of bugs with using underlined styles with highlighting. I'll see if I can find some fixes.

Subject: Re: Next CodeEditor misery: selecting highlighted text colors does not work

Posted by [cbpporter](#) on Thu, 12 May 2016 09:10:53 GMT

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Still investigating, but created a test case using 9394. I can't run it with the latest U++ because of the C++11 stuff.

```
editor1.SetHlStyle(HighlightSetup::INK_SELECTED, Red);
```

This is the problematic line. Colors for selected text doesn't work.

File Attachments

1) [testce.zip](#), downloaded 261 times

Subject: Re: Next CodeEditor misery: selecting highlighted text colors does not work

Posted by [cbpporter](#) on Mon, 27 Jun 2016 15:31:24 GMT

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Issue solved.

The problem was that CodeEditor needs to re-highlight the entire text in order for this change to take effect. Somehow the other option changes were triggering a re-highlight or something similar, but not the selected text. Not 100% sure what the real problem was, but calling Highlight after setting all the styles fixed this.
