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Subject: [Feature] CodeEditor: HighlightOutput::Put, need another overload  
Posted by [omari](#) on Fri, 14 Apr 2017 18:25:59 GMT

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in this overload :

```
void HighlightOutput::Put(int count, const HIStyle& ink, const HIStyle& paper)
{
    Set(pos, count, ink);
    SetPaper(pos, count, paper.color);
    pos += count;
}
```

To simplify the use, the third parameter(const HIStyle& paper) can be just a color:

```
void HighlightOutput::Put(int count, const HIStyle& ink, const Color paper)
{
    Set(pos, count, ink);
    SetPaper(pos, count, paper);
    pos += count;
}
```

with this overload, instead of

```
HIStyle paper;
paper.color = LtYellow();
Put(5, ink, paper);
```

i can call it like:

```
Put(5, ink, LtYellow());
```

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Subject: Re: [Feature] CodeEditor: HighlightOutput::Put, need another overload  
Posted by [mirek](#) on Sun, 16 Apr 2017 17:29:03 GMT

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omari wrote on Fri, 14 April 2017 20:25in this overload :

```
void HighlightOutput::Put(int count, const HIStyle& ink, const HIStyle& paper)
{
    Set(pos, count, ink);
    SetPaper(pos, count, paper.color);
    pos += count;
}
```

```
}
```

To simplify the use, the third parameter(const HlStyle& paper) can be just a color:

```
void HighlightOutput::Put(int count, const HlStyle& ink, const Color paper)
{
    Set(pos, count, ink);
    SetPaper(pos, count, paper);
    pos += count;
}
```

with this overload, instead of

```
HlStyle paper;
paper.color = LtYellow();
Put(5, ink, paper);
```

i can call it like:

```
Put(5, ink, LtYellow());
```

OK. In the trunk.