

U++ - Feature #1604

Streamlined and corrected CodeEditor bar size and positions

01/04/2017 04:43 PM - cbpporters cbpporters

Status:	In Progress	Start date:	01/04/2017
Priority:	Normal	Due date:	
Assignee:	cbpporters cbpporters	% Done:	0%
Category:	CodeEditor	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>Just simply dropping a CodeEditor somewhere and setting up the correct properties can often lead to elements like change tracker, #if highlight, numbers, breakpoints, annotations to clip.</p> <p>You either need to fiddle with them in counter intuitive ways or accept the clipping.</p> <p>The fix makes everything add up in a simple fashion and there is no clipping.</p> <p>Side effects: the bar can be a few pixels wider than the old one. Shouldn't be a problem with modern high width monitors. Maybe scaling needs to be added?</p>			

History

#1 - 01/15/2017 02:37 PM - Miroslav Fidler

- Status changed from New to In Progress
- Assignee set to cbpporters cbpporters

I appears that proposed patch is using 'fixed' number of pixels in most places. Also it appears like it is derived from some pretty old U++ baseline sources.

The number of pixels should be adjusted with Zx/Zy (based on font zooming ratio) or with Dx/Dy (based on display being UHD).

Mirek

#2 - 01/18/2017 03:40 PM - cbpporters cbpporters

Miroslav Fidler wrote:

I appears that proposed patch is using 'fixed' number of pixels in most places. Also it appears like it is derived from some pretty old U++ baseline sources.

The number of pixels should be adjusted with Zx/Zy (based on font zooming ratio) or with Dx/Dy (based on display being UHD).

Mirek

Weird. I thought I merged with the latest release before posting. But I did not change the content of the new lines, which are indeed based on an old version of CodeEditor.

Files

CodeEditor.h	15.8 KB	01/04/2017	cbpporters cbpporters
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