

## U++ - Feature #1697

### Display (Line, Column) : Add Selection length => Display (Line, Col, Sel)

04/28/2017 08:30 PM - Abdelghani Omari

<b>Status:</b>	Approved	<b>Start date:</b>	04/28/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Iñaki Zabala	<b>% Done:</b>	0%
<b>Category:</b>	IDE	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour

#### Description

Hi,

I have to use another text editor each time i want to calculate a text length

here the patched functions :

```
void Ide::DoDisplay()
{
    int l, h; // added
    Point p = editor.GetColumnLine(editor.GetCursor());
    editor.GetSelection(l, h); // added
    display.SetLabel(Format("Ln %d, Col %d, Sel %d", p.y + 1, p.x + 1, h-l)); // modified

    ManageDisplayVisibility();
}
```

and, we need to increase the display label width :

```
void Ide::SetupBars()
{
    ClearFrames();
    int r = HorzLayoutZoom(120); // modified line : 100 => 120
    int l = HorzLayoutZoom(350);
    ...
}
```

#### History

#1 - 05/01/2017 11:53 AM - Miroslav Fidler

- Status changed from Patch ready to Approved

Very good idea, thank you!