

U++ - Bug #560

RichTextView shouldn't mark white spaces on left double.

11/01/2013 03:36 PM - Zbigniew Rebacz

Status:	Rejected	Start date:	11/01/2013
Priority:	Low	Due date:	
Assignee:		% Done:	100%
Category:	CtrlLib	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>In my opinion we should remove following part from the RichTextView::LeftDouble(Point p, dword keyflags):</p> <pre>while(cursor + 1 < text.GetLength() && text[cursor] == ' ') cursor++;</pre> <p>, because above code contributes to marking white spaces.</p> <p>The final form of the function is as follows:</p> <pre>void RichTextView::LeftDouble(Point p, dword keyflags) { int pos = GetPointPos(p); if(IsLeNum(text[pos])) { anchor = pos; while(anchor > 0 && IsLeNum(text[anchor - 1])) anchor--; cursor = pos; while(cursor + 1 < text.GetLength() && IsLeNum(text[cursor])) cursor++; RefreshSel(); SetFocus(); } }</pre> <p>Moreover, I enclose improved source file.</p>			

History

#1 - 11/02/2013 03:25 AM - Zbigniew Rebacz

- File deleted (RichTextView.cpp)

#2 - 11/02/2013 04:46 PM - Zbigniew Rebacz

Improved source file can be found on following website: <http://www.ultimatepp.org/redmine/issues/560>.

#3 - 11/06/2013 09:01 AM - Miroslav Fidler

- Status changed from Ready for QA to New

I not quite sure about this. Adding that space has some merits in RichEdit, e.g. you can easily move words using drag&drop.

Interestingly, Microsoft editors select the additional space, OpenOffice does not. I would prefer M\$ approach here.

RichTextView should IMO stay consistent with RichEdit.

#4 - 11/06/2013 04:21 PM - Zbigniew Rebacz

- *Status changed from New to Rejected*
- *Assignee deleted (Zbigniew Rebacz)*

#5 - 11/07/2013 09:27 PM - Zbigniew Rebacz

You are right Mirek.