

U++ - Bug #591

Ctrl+Q shortcut in SelectPackageDlg is slogan only.

11/28/2013 01:00 AM - Zbigniew Rebacz

Status:	Approved	Start date:	11/28/2013
Priority:	Low	Due date:	
Assignee:	Miroslav Fidler	% Done:	100%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
I think someone forgot to write additional functionality to "SelectPackageDlg" when Ctrl+Q is pressed. Ctrl+Q is shortcut for search. Below is a improved function that corrects this little bug (ide/SelectPkg.cpp - line 61): <pre>bool SelectPackageDlg::Key(dword key, int count) { if(key == K_ALT_ENTER) { ChangeDescription(); return true; } else if(key == K_CTRL_Q) { search.SetFocus(); return true; } if((clist.HasFocus() alist.HasFocus()) && search.Key(key, count)) return true; return TopWindow::Key(key, count); }</pre> In addition, I enclose patched source file.			

History

#1 - 11/28/2013 01:05 AM - Zbigniew Rebacz

- File deleted (SelectPkg.cpp)

#2 - 11/28/2013 01:11 AM - Zbigniew Rebacz

- File SelectPkg.cpp added

Personally, I think we should also change shortcut combination (CTRL+Q to CTRL+K), because CTRL+K is more neutral for search. Moreover this shortcut is widely used for example in Mozilla Firefox or Thunderbird. While CTRL+Q is good shortcut for exiting the program.

```
// In Constructor:
search.NullText("Search (Ctrl+K)", StdFont().Italic(), SColorDisabled());

// Changed shortcut:
bool SelectPackageDlg::Key(dword key, int count)
{
    if(key == K_ALT_ENTER) {
        ChangeDescription();
        return true;
    }
```

```
}  
else if(key == K_CTRL_K) {  
    search.SetFocus();  
    return true;  
}  
if((clist.HasFocus() || alist.HasFocus()) && search.Key(key, count))  
    return true;  
return TopWindow::Key(key, count);  
}
```

#3 - 12/03/2013 09:14 AM - Miroslav Fidler
- *Status changed from Ready for QA to Patch ready*

#4 - 12/09/2013 08:30 AM - Miroslav Fidler
- *Status changed from Patch ready to Approved*

Files			
SelectPkg.cpp	13.4 KB	11/28/2013	Zbigniew Rebacz