

U++ - Feature #627

IDE tool bar should update respect editor state

01/05/2014 01:36 AM - Zbigniew Rebacz

Status:	Approved	Start date:	01/05/2014
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
I think it will be good if ide toolbar will react on editor states. We need to modify several things. First of all we need to add two following methods(ide.h): <pre>void SetBar(); void SetMenuBar(); void SetToolBar();</pre> Secnondly we need to add toolbar reaction on editor event(idewin.cpp - line 309): <pre>editor.WhenSel = THISBACK(SetToolBar);</pre> At the end we need to improve idebar behavior(idebar.cpp). ----- I have found the way how we can speed up setting tool bar process (idebar.cpp - BrowseMenu): <pre>if (menu.IsMenuBar()) { // <- This additional if gives as extra performance. In addition, this should speed up channging tab process. menu.AddMenu(AK_NAVIGATOR, Idelmg::Navigator(), THISBACK(ToggleNavigator)) .Check(editor.IsNavigator()); menu.Add(AK_SEARCHCODE, THISBACK(SearchCode)); menu.Add(!designer, AK_GOTO, THISBACK(Goto)); menu.Add(AK_GOTOGLOBAL, THISBACK(GotoGlobal)); menu.Add(!designer, AK_JUMPS, THISBACK(ContextGoto)); menu.Add(!designer, AK_SWAPS, THISBACK(SwapS)); menu.Add(!designer, AK_ASSIST, callback(&editor, &AssistEditor::Assist)); menu.Add(!designer, AK_DCOPY, callback(&editor, &AssistEditor::DCopy)); menu.Add(!designer, AK_VIRTUALS, callback(&editor, &AssistEditor::Virtuals)); menu.Add(!designer, AK_THISBACKS, callback(&editor, &AssistEditor::Thisbacks)); menu.Add(!designer, AK_COMPLETE, callback(&editor, &AssistEditor::Complete)); menu.Add(!designer, AK_COMPLETE2, callback(&editor, &AssistEditor::Complete2)); menu.Add(!designer, AK_ABBR, callback(&editor, &AssistEditor::Abbr)); menu.Add(!designer, "Insert", THISBACK(InsertMenu)); menu.MenuSeparator(); menu.Add("Rescan code", THISBACK(RescanCode)); menu.MenuSeparator(); menu.AddMenu(AK_CALC, Idelmg::calc(), THISBACK1(ToggleBottom, BCALC)) .Check(IsBottomShown() && btabs.GetCursor() == BCALC);</pre>			

```
menu.AddMenu(AK_QTF, IdeCommonImg::QtF(), THISBACK(QtF));
menu.AddMenu(!designer, AK_XML, IdeCommonImg::xml(), THISBACK(Xml));
menu.AddMenu(!designer, AK_JSON, IdeCommonImg::json(), THISBACK(Json));
}
```

Related issues:

Follows Bug # 625: Console menu bar should use standard copy and paste icon.

Approved

01/04/2014

History

#1 - 01/06/2014 04:41 PM - Miroslav Fidler

Well, I am a bit confused here. Which icons in toolbar should react to editor changes? I think only menu items do and those do not need to be synchronized...

(OTOH, if we ever get to configurable toolbars, this will be necessity).

Mirek

#2 - 01/06/2014 04:41 PM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

#3 - 01/06/2014 04:42 PM - Miroslav Fidler

- Status changed from Patch ready to In Progress

#4 - 01/08/2014 04:35 PM - Zbigniew Rebacz

- File LockedOperations.png added

I enclose demonstrative screenshot.

#5 - 01/08/2014 04:35 PM - Zbigniew Rebacz

- Status changed from In Progress to Patch ready
- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

#6 - 01/27/2014 02:34 PM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files

ide.h	31.3 KB	01/05/2014	Zbigniew Rebacz
idewin.cpp	20.2 KB	01/05/2014	Zbigniew Rebacz
idebar.cpp	21.3 KB	01/05/2014	Zbigniew Rebacz
LockedOperations.png	300 KB	01/08/2014	Zbigniew Rebacz