

U++ - Feature #984

CodeEditor features

02/13/2015 11:30 PM - Iñaki Zabala

Status:	Approved	Start date:	02/13/2015
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	CodeEditor	Estimated time:	0.00 hour
Target version:	Release 2015.2	Spent time:	0.00 hour
Description			
Hello Mirek I would like you to add these features to CodeEditor: - To let the user to add new syntax: In CSyntax.h, to make LoadSyntax() public. - To add CTRL-Mouse wheel to zoom text To add MouseWheel(): <pre>void CodeEditor::MouseWheel(Point p, int zdelta, dword keyFlags) { if (keyFlags & K_CTRL) ZoomFont(sgn(zdelta)); else LineEdit::MouseWheel(p, zdelta, keyFlags); }</pre> <pre>void CodeEditor::ZoomFont(int d) { // Added if(d != 0) { int h = font.GetCy(); int q = font.GetHeight(); while(font.GetCy() == h && (d < 0 ? font.GetCy() > 5 : font.GetCy() < 40)) font.Height(q += d); } else font.Height(16); SetFont(font); bar.Refresh(); }</pre> - To add CTRL-F, CTRL-H In CodeEditor::Key, to add <pre>case K_CTRL_F: FindReplace(sel, true, false); break; case K_CTRL_H: FindReplace(sel, true, true); break;</pre> Best regards Koldo			

History

#1 - 03/06/2015 01:10 AM - Zbigniew Rebacz

Hello Koldo,

You can use "pre" tag to format your code on redmine:

```
<pre>
```

```
</pre>
```

To syntax highlight use "code class="cpp"" declaration.

More information:

<http://www.redmine.org/projects/redmine/wiki/RedmineTextFormatting>

#2 - 03/09/2015 04:50 PM - Iñaki Zabala

Thank you!

#3 - 08/27/2015 08:32 AM - Miroslav Fidler

- *Target version set to Release 2015.2*

#4 - 10/08/2015 08:31 PM - Miroslav Fidler

- *Status changed from New to Approved*