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Subject: IDE EditorContextMenu - what items, functionality and how?

Posted by [fudadmin](#) on Fri, 31 Mar 2006 16:24:38 GMT

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If you want to see my attempts, have a look at the screenshot attached... Also, I would like your opinions about it. What items and when should be shown and how to implement customization?

Edit:

P.S BTW, Why macro items in the menus are duplicated, even if I run "official" version but only for ide package?

### File Attachments

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1) [ideLocalMenu1.JPG](#), downloaded 2082 times

- ide
- ide\Common
- ide\LayDes
- ide\IconDes
- ide\Builders
- ide\Debuggers
- ide\Browser
- ide\Topic
- ide\VectorDes
- CodeEditor
- Topic
- CtrlLib
- Web
- plugin\bz2
- HexView
- Esc

- IDE
- ideMacros.usc
- ide.h
- version.h
- UppDlg.h
- SelectPkg.cpp
- UppWspc.cpp
- UppDlg.cpp
- Template.cpp
- ide.key
- FindInFiles.cpp
- Console.cpp
- ide.cpp
- idefile.cpp
- QuickTabs.cpp
- Bottom.cpp
- t.cpp
- Assist.cpp
- Virtuals.cpp
- Thisbacks.cpp
- Goto.cpp
- Setup.cpp
- Custom.cpp
- idetool.cpp
- Install.cpp
- idebar.cpp
- idewin.cpp
- Help.cpp
- Util.cpp
- Macro.cpp
- Calc.cpp
- Compile
- Methods.cpp
- AutoSetup.cpp
- OutputMode.cpp
- Host.cpp
- Build.cpp
- Debug.cpp
- Resources
- ide.iml
- ide.lay
- ide.rc
- Makefile
- Info
- COPYING
- COPYING-PLAIN
- AUTHORS

idebar.cpp ideMacros.usc

```

1 //test macro
2 macro "ArisMacros":"Launch IDE" Ctrl+Shift+L {
3   Launch("ide.exe");
4   // PromptOK("test prompt from macro!");
5 }
6
7 macro "A
8   Laun
9 }
10

```

Go to symbol definition	Alt+J
Go to definition/declaration	Alt+I
Copy as definition/declaration	Alt+C
Virtual methods..	Alt+V
THISBACKS..	Alt+T
Assist	Ctrl+Space
Complete identifier	Ctrl+[,]
ArisMacros	
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Erase	Delete
Select all	Ctrl+A
Customize this menu...	

Launch IDE	Ctrl+Shift+L
Launch IDE	Ctrl+Shift+L
Launch Notepad	Ctrl+Shift+N
Launch Notepad	Ctrl+Shift+N