Subject: [FEATURE] Add submenu "Macro /Edit" to package that use usc macro (patch included)
Posted by omari on Thu, 02 Jun 2016 11:12:44 GMT
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Hi,

by default, a macro file can reside outside from package that using it, in this case, editing a macro, necessit using a file explorer and a manuel search.

it is usefull if we can edit a macro file from inside theide, from any package that use this macro.

this is the objectif of this pach.

the patch:

1 - file ide/Core/Core.h, line 146
 add a new field "filename" to the struct IdeMacro

```
struct IdeMacro {
 IdeMacro();

 int hotkey;
 String menu;
 String submenu;
 EscValue code;
 String filename;  // added field
};
```

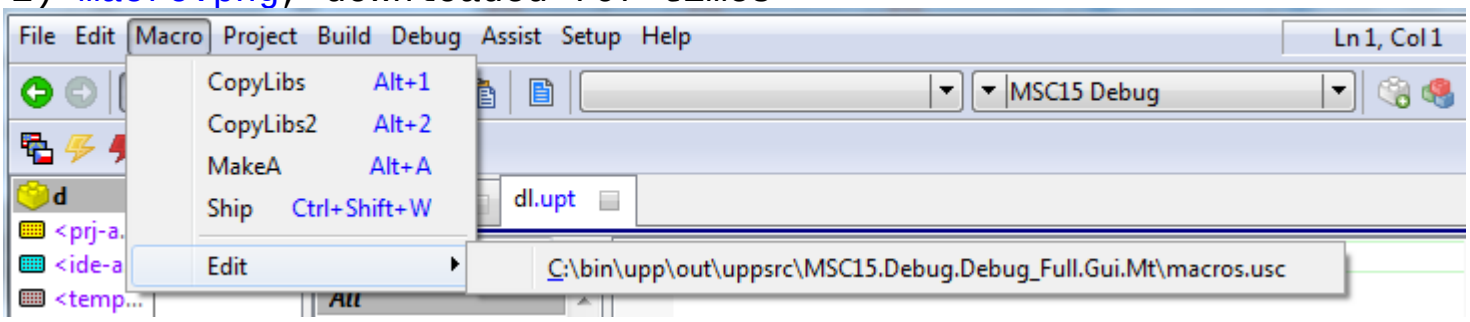
2 - file ide/Common/Util.cpp, line 177
 set filename for each IdeMacro from CParser::GetFileName

```
static void ReadMacro(CParser& p)
{
 IdeMacro macro;

 macro.filename = p.GetFileName();  // added line

 if(p.IsString()) {
```

3 - file ide/idebar.cpp, line 293
   add a menu separator, and the "Edit" menu:

```
void Ide::MacroMenu(Bar& menu)
{
 const Array<IdeMacro>& mlist = UscMacros();
 if(!mlist.IsEmpty() && menu.IsMenuBar()) {
  VectorMap< String, Vector<int> > submenu_map;
  for(int i = 0; i < mlist.GetCount(); i++) {
   const IdeMacro& m = mlist[i];
   if(!IsNull(m.menu)) {
    if(IsNull(m.submenu))
     submenu_map.GetAdd(Null).Add(i);
    else
     submenu_map.GetAdd(m.menu).Add(i);
   }
  }
  if(!submenu_map.IsEmpty()) {
   Vector<int> order = GetSortOrder(submenu_map.GetKeys());
   for(int o = 0; o < order.GetCount(); o++) {
    String m = submenu_map.GetKey(order[o]);
    Vector<int>& mx = submenu_map[order[o]];
    ValueArray va;
    for(int i = 0; i < mx.GetCount(); i++)
     va.Add(mx[i]);
    if(!IsNull(m))
     menu.Add(m, THISBACK1(EditMacroMenu, va));
    else
     EditMacroMenu(menu, va);
   }
  }


  static SortedIndex<String> files;               // the added code START HERE
  files.Clear();
  for(int i = 0; i < mlist.GetCount(); i++)
   files.FindAdd(mlist[i].filename);

  Event<Bar&> ev;

  ev <<
   [&](Bar& b)
   {
    for(int i = 0; i < files.GetCount(); i++)
     b.Add(files[i],THISBACK1(EditFile, files[i]));
   }
    ;

  menu.Separator();
```

```
  menu.Add("Edit", ev);                    // the added code END HERE

 }
}
```

File Attachments

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