

CoCoA-5 - Feature #1358

Emacs UI: should active input line be cleared before sending line from CoCoA-5 file?

30 Oct 2019 16:09 - John Abbott

Status:	Closed	Start date:	30 Oct 2019
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	EmacsUI	Estimated time:	1.88 hour
Target version:	CoCoA-5.3.0	Spent time:	1.90 hour
Description			
When using the Emacs UI, possibly confusing problems can arise if the user has started to type some input in the executing cocoa5 window, but does not press enter, then switches to a cocoa5 source file and chooses send-line or source-region or source-file			
Do we want to clear the active input line when send-line or source-region or source-file are called?			
Discuss, decide, implement.			
Related issues:			
Related to CoCoA-5 - Support #1387: John's visit Feb 2020		Closed	07 Jan 2020
Related to CoCoA-5 - Bug #1412: Emacs UI: font size		Closed	05 Feb 2020

History

#1 - 07 Nov 2019 17:43 - John Abbott

I think it is probably a good idea to clear the last line (assuming this can be done reasonably easily in emacs).

I have occasionally myself typed something accidentally into the interactive CoCoA-5 buffer (but without hitting return), then switched to another buffer with CoCoA-5 source code, and finally been puzzled as to why a "source" command did not work.

It would be harder to "protect against" a mistake where the user typed in a line with return (but without semicolon); the interpreter will already have received the line, and will be awaiting the end of the command. If we want, we could get some mild protection by sending a semicolon immediately before the source command (not sure if this is really a good idea).

#2 - 07 Nov 2019 18:37 - John Abbott

- Status changed from New to In Progress

- % Done changed from 0 to 30

I have a first version which seems to work: after **(goto (point-max))** I have inserted **(move-beginning-of-line nil)** and then **(if (not (eq (point) (point-max))) (kill-line))**. Note that **(kill-line)** alone does not work well because it triggers a bell (*i.e.* error signal) if the line is empty.

A quick test suggests that it works OK. I'll use it for a few days before checking in.

I have **not implemented** the idea of inserting a semicolon at the start of the line.

NOTE my changes can be found by looking for (goto (point-max)).

#3 - 07 Nov 2019 20:17 - John Abbott

I noticed quite a lot of "almost duplication" in the **cocoa5.el** file. We should try to reduce that: more work for no visible progress :-/

#4 - 09 Nov 2019 09:18 - Anna Maria Bigatti

Tried on two (oldish) version of emacs.
Both work.

#5 - 09 Nov 2019 21:45 - John Abbott

- Assignee set to John Abbott
- % Done changed from 30 to 60

Checked into CVS.

I had added a fn for sending a string to the running **cocoa5** buffer; I have not yet altered any functions to use it.

#6 - 28 Jan 2020 10:29 - John Abbott

- Target version changed from CoCoA-5.4.0 to CoCoA-5.3.0

I think the function that I added is the following...
(defun cocoa5-send-string (cocoa5-input-line)...))

I prefer to consider using this when in Genoa.

#7 - 28 Jan 2020 10:29 - John Abbott

- Related to Support #1387: John's visit Feb 2020 added

#8 - 13 Feb 2020 14:01 - John Abbott

- Related to Bug #1412: Emacs UI: font size added

#9 - 13 Feb 2020 14:03 - John Abbott

- Status changed from In Progress to Closed
- % Done changed from 60 to 100
- Estimated time set to 1.88 h

This has been working trouble-free for 3 months. Closing.