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Configurable Fold Handler X64

- Add fold support to jEdit! - Works on both Windows and Unix (Mac is not supported) - Comes with sample configuration for jEdit - Supports german, english and français in each open buffer - Supports (t)HTML editing - The plugin is compiled for your current version of jEdit and will not work on other versions. Known Bugs: - After you delete a fold string from one edit mode, it will still be present in the list in other edit modes - If you change the active edit mode, the fold will be deleted from the list, so you have to manually remove the folds from the list - The plugin will not work if you haven't a main window. - The plugin can be used only in a buffer which is opened in a specific edit

mode. To activate Configurable Fold Handler, double click on the plugin from the plugin menu in your jEdit installation directory. - The plugin will not work if you haven't a main window. To activate Configurable Fold Handler, double click on the plugin from the plugin menu in your jEdit installation directory. License: This article has no explicit license attached to it but may contain usage terms in the article text or the download files themselves. If in doubt please contact the author via the discussion board below. I must say i havn't checked to see if this works or not, but it does look easy. And to top it off, it's free to use. A few other things that would make it even better would be: * An option to choose where the fold lines go in the editor, horizontal or vertical * More advanced configurable options (maybe toggling on/off how many lines in a block get folded, for example). Well, as I have tried to use it, everything seems to work fine except for one thing: if you edit in more than one line, you cannot add more fold strings. For instance, I add this: Now I want to add two more folds, but I cannot add any more strings. If I add a string on a line, I can add a string on another line. But if I try to add a string on a line after the first one I added, it always fails. I try to add a second fold string on a line after the first, and it just ignores it. I have tried this, it seems to work fine,

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- Fold Strings : Fold strings define the format of the string that defines the start and end points of the fold. - Save/Load Fold : The Save/Load option allows to save/load the fold settings in a file or in a specific save location. - Fold Name : The Fold Name option allows to assign a unique string to each fold. - Fold Handler : This option is used to add a new fold handler and specify the strings that define the start and end points of the fold. - Fold Type : Select the type of fold that you want to create: [DEFAULT, BEGINNING_OF_LINE, END_OF_LINE, ANCHOR, BEGINNING_OF_WORD, END_OF_WORD, BEGINNING_OF_SENTENCE, END_OF_SENTENCE, BEGINNING_OF_STRING, END_OF_STRING, BEGINNING_OF_LINE_START, END_OF_LINE_START, BEGINNING_OF_LINE_END, END_OF_LINE_END]. - Fold SubStr : Select the particular sub-string of the buffer contents where the fold is going to be applied. - Fold SubStr : Select the particular sub-string of the buffer contents where the fold is going to be applied. - Fold SubStr : Select the particular sub-string of the buffer contents where the fold is

Configurable Fold Handler

Configurable Fold Handler adds fold string parsing to the standard jEdit text folding and opening feature. The plugin adds new fold handlers to the text fold handlers and open buffers. At startup the user is asked to define new fold string (which is used for all modes/buffers). After the user pressed the new fold handler button, the plugin uses the new fold string and displays the actual fold location in the open buffers. This is a sort of place cursor (open buffer) and when user presses the middle mouse button it moves the cursor to the fold point. It also allows user to set a font color for the fold points. To start setting folds, you need to install and set up this plugin in the "plugins" folder of jEdit. You can install it with this command line: `java -jar jedit-plugin.jar plugins/configurable-fold-handler/Configurable-Fold-Handler.jar` To use it from the jEdit plugin menu, select the "Configurable Fold Handler" submenu. To use it in the "open buffers" submenu, select the "Configurable Fold Handler" entry. To use it in the "editing mode" submenu, select the "Configurable Fold Handler" entry. To use it in the "editing mode" submenu, select the "Configurable Fold Handler" entry. To use it in the "editing mode" submenu, select the "Configurable Fold Handler" entry. To use it in the "editing mode" submenu, select the "Configurable Fold Handler" entry. To use it in the "editing mode" submenu, select the "Configurable Fold Handler" entry. To use it in the "editing mode" submenu, select the "Configurable Fold Handler" entry. You may find more information about this plugin on the project web site at: `*/ import javax.swing.*;`

What's New in the Configurable Fold Handler?

The plugin contains 4 configuration dialogs. After they are configured, the fold string for all the open buffers and all the edit modes can be selected and edited. The plugin supports these user interface themes: black blue blue_bordered cyan gray green green_bordered green_highlight green_highlight_bordered green_highlight_shaded green_shaded green_shaded_bordered orange red red_bordered red_highlight red_shaded red_shaded_bordered red_shaded_highlight transparent white To select which file mode is selected: n,p,t - Normal; use the shortcut key n for Normal mode; use the shortcut key p for Program; use the shortcut key t for Tests; r,s - Read; use the shortcut

key r for Read mode; use the shortcut key s for System mode; w - Write; use the shortcut key w for Write mode; use the shortcut key e for Edit mode; m - Make; use the shortcut key m for Make mode; use the shortcut key l for List mode; l - Load; use the shortcut key l for Load mode; use the shortcut key v for Vectors; s - Script; use the shortcut key s for Script mode; p - Player; use the shortcut key p for Player mode; g - Game; use the shortcut key g for Game mode; m - Map; use the shortcut key m for Map mode; mf - Map File; use the shortcut key mf for Map File mode; x - Exe; use the shortcut key x for Exe mode; gf - Game File; use the shortcut key gf for Game File mode; xf - Exe File; use the shortcut key xf for Exe File mode; xfm - File Map; use the shortcut key xfm for File Map mode; mix - Mix; use the shortcut key mix for Mix mode; mz - Music; use the shortcut key mz for Music mode; f - Font; use the shortcut key f for Font mode; xs - Xs; use the shortcut key xs for Xs mode; ys - Ys; use the shortcut key ys for Ys mode; ysf - Ys File; use the shortcut key ysf for Ys File mode; ysm - Ys Map; use the shortcut key ysm for Ys Map mode; ysmf - Ys File Map; use the shortcut key ysmf for Y

System Requirements:

Recommended: A minimum hardware specification (including the video card) is recommended. Any later GPU generation can be used (but your mileage may vary in terms of performance). There are details on what to expect in terms of frame rates and playable framerates listed in the video. You'll need at least: Intel Core i5-4590 or similar processor and above At least 3GB RAM At least one free video card (or a multi card capable of SLI / Crossfire) Windows 7 or Windows 10 Having an

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