

&lt;code&gt; block improvements

2022/05/09 14:19 - Admin Redmine

ステータス:	New	開始日:	2009/11/23
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	Text formatting_26	予定工数:	0.00時間
対象バージョン:		作業時間:	0.00時間
Redmineorg_URL:	<a href="https://www.redmine.org/issues/4267">https://www.redmine.org/issues/4267</a>	status_id:	1
category_id:	26	tracker_id:	2
version_id:	0	plus1:	2
issue_org_id:	4267	affected_version:	
author_id:	7393	closed_on:	
assigned_to_id:	0	affected_version_id:	
comments:	6		

**説明**

I think it would be useful to implement the following features[1] for @code@ block

Source code:

```
# The Greeter class
class Greeter
  def initialize(name)
    @name = name.capitalize
  end

  def salute
    puts "Hello #{@name}!"
  end
end
```

Result:

```
# The Greeter class
class Greeter
  def initialize(name)
    @name = name.capitalize
  end

  def salute
    puts "Hello #{@name}!"
  end
end
```

h3. :line\_numbers[2]

.....  
.....

!Redmine\_code\_lineNumbers\_no.png!

h3. :line\_number\_start[2]

.....

!Redmine\_code\_start\_50.png!

h3. :bold\_every[2]

.....

!Redmine\_every\_2.png!

h3. :highlight\_lines[2]

.....

!Redmine\_highlight\_1\_3\_5\_7.png!

h3. title

.....

!Redmine\_title.png!

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fn1. This standard features in CodeRay, but unfortunately not supported in Redmine :(

fn2. CodeRay HTML Encoder options

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journals

+10 from me on this one. I actually still had to file this issue myself... Thanks for doing it for me :)

These options really would make syntax-highlighting more useable IMHO.

It seems to me that `@:line_number_start@` and `@highlight_lines@` are most useful. We should focus on them, to keep the highlighter plugin API simple, and ensure that other highlighters can adapt.

For me, the inability to cut and paste code without the line numbers is a deal-breaker. Furthermore, without representing file line numbers, I don't see how they add value. While the CODE blocks are prettier, the plain PRE blocks are better for exchanging code snippets, simply due to the line numbers.

In terms of usefulness and ease of implementation, the CodeRay features I'd like to see supported are:

## Suppress the line numbers

```
:line_numbers => nil
```

## Use the table method:

```
:line_numbers => :table
```

## Use actual file line numbers:

```
:line_number_start
```

I did experiment with changing the line numbering method in `@lib/redmine/syntax_highlighting.rb@`.

`@nil@` works fine and does suppress the line numbers. `@:table@` will require some changes to the style declarations to get working properly, but would fix the clipboard issues. The samples on the CodeRay site that cut and paste well seem to be using the `@:table@` method.

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William Baum wrote:

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exchanging code snippets, simply due to the line numbers.

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[...]

## Use the table method:

[...]

## Use actual file line numbers:

[...]

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William, if you get a chance please see my patch at #3382. Thanks.

+1

I like William Baum's suggestion in note#3 a lot! Would this be put into some planned version?

William Baum wrote:

For me, the inability to cut and paste code without the line numbers is a deal-breaker.

Strongly agree!

Generally +1

For me, the inability to cut and paste code without the line numbers is a deal-breaker.

+10 on this

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related\_issues

relates,Closed,3382,Ability to select only source code without line numbers

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### 履歴

#1 - 2022/05/10 17:24 - Admin Redmine

- カテゴリを Text formatting\_26 にセット