
Subject: [FEATURE REQUEST] Can we support C++11 highlight?

Posted by [Klugier](#) on Tue, 02 Jul 2013 22:16:25 GMT

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Hello,

Nowadays more and more compilers fully support c++11 such as g++ and clang++. Personally, I think it is good time to add c++11 highlight support before next major upp release.

I have enclosed feature code (CodeEditor/Highlight.cpp - Line 250):

```
static const char *cpp[] = {
    "namespace", "__asm", "else", "struct",
    "enum", "switch", "auto", "__except", "template",
    "explicit", "this",
    "bool", "extern", "mutable", "thread",
    "break", "false", "throw",
    "case", "__fastcall", "true",
    "catch", "__finally", "new", "try",
    "__cdecl", "float", "__try",
    "char", "for", "operator", "typedef",
    "class", "friend", "private", "typeid",
    "const", "goto", "protected", "typename",
    "const_cast", "if", "public", "union",
    "continue", "inline", "register", "unsigned",
    "__declspec", "__inline", "reinterpret_cast", "using",
    "using", "default", "int", "return",
    "delete", "__int8", "short", "__uuidof",
    "dllexport", "__int16", "signed", "virtual",
    "dllimport", "__int32", "sizeof", "void",
    "do", "__int64", "static", "volatile",
    "double", "__leave", "static_cast",
    "dynamic_cast", "long", "__stdcall", "while",
    "force_inline",
    // C++11
    "char16_t", "char32_t", "constexpr", "decltype",
    "noexcept", "nullptr", "static_assert",
    "override", "final",
    NULL
};
```

More information about c++11 keywords you can find on cppreference.com.

Sincerely,
Klugier
