Subject: CodeEditor syntax support refactored
Posted by mirek on Thu, 15 May 2014 06:47:32 GMT
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In order to open the path to create highlighting (and other syntax support) for languages that are not that much similiar to C++ (e.g. html), I have heavily refactored the thing.

There is now a new class EditorSyntax which represents syntax of specific language for the CodeEditor at some point in the file. It also provides information about braces and indentation logic (we might add more in the future) and is capable of highlighting line.

Derived classes must support Serialization - this is used to cache syntax positions in the file.

Current highlighting code was, for now, moved to common CSyntax class (derived from EditorSyntax). I expect to gradually remove non-curly-braces language from this common class, which at the end of process should represent C-like languages.

Mirek