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Subject: To load a new syntax in CodeEditor  
Posted by [koldo](#) on Thu, 29 May 2014 14:24:01 GMT  
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Hello all

I wanted to load a new language support in CodeEditor. As it is similar to C++, I wanted to use CSyntax. However LoadSyntax() is private so I cannot use it or subclass it.

Would it be possible to set it public or protected, or is there any way to add a new language (syntax)?

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