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Subject: Re: To load a new syntax in CodeEditor  
Posted by [koldo](#) on Tue, 03 Jun 2014 10:53:58 GMT  
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Hello Mirek

Now, with a public LoadSyntax(), the code I use to implement a new language ("my") is:

```
void CreateCSyntax(One<EditorSyntax>& e, int kind) {  
    CSyntax& s = e.Create<CSyntax>();  
    s.SetHighlight(kind);  
}
```

...

```
static const char *my_keywords[] = {..., NULL};  
static const char *my_names[] = {..., NULL};
```

```
int syntaxId = CSyntax::LoadSyntax(my_keywords, my_names);  
EditorSyntax::Register("my", callback1(CreateCSyntax, syntaxId), "*.my", "MyLanguage");
```

...

```
myCode.Highlight("my");
```

How would have to be the best way to implement it?

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