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Subject: Re: Questions about CodeEditor

Posted by [cbpporter](#) on Tue, 23 Jun 2015 16:13:28 GMT

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I feel like I need to congratulate you on CodeEditor. It is a very strong and powerful class that has greatly simplified my work. Which isn't surprising in the very least, since U++ components are always good and useful, maybe sometimes not completely intuitive :).

I managed to create a minimal yet relatively feature full IDE in 700 lines of code, and this including a custom TreeCtrl::Paint. This IDE does not have the features of a 700 project but of one with thousands of lines of code and this is thanks to CodeEditor! Sure, the code will become larger when I move from enhancing CSyntax to adding a fully new Syntax class for my needs.

This is a slow burning project, but eventually I will need to add things like code browsers, got to/inspect and code completion.

Adding support for life update when changing the using statements (the #include equivalents) will be quite difficult and I'm thinking threads...

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