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Subject: Re: Questions about CodeEditor

Posted by [cbpporter](#) on Thu, 02 Jul 2015 13:46:37 GMT

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BTW, since CodeEditor is capable of highlighting pretty much everything at various qualities, I suppose it is meant to highlight universal external sources, not U++ sources which are mostly C++.

So it needs to be updated to properly handle BOM files, together with saving the BOM bytes on each save if present at load time.

I'm going to try and implement this next.

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