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Subject: TheIDE - Python syntax and indentation support

Posted by [Klugier](#) on Tue, 26 Apr 2016 20:32:57 GMT

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Hello,

Some time ago I added support for Python inside TheIDE. Now, CodeEditor supports python syntax (highlight keywords) and can place new indentation using python rules.

Screen shot below:

Sincerely,  
Klugier

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### File Attachments

1) [PythonSyntax.png](#), downloaded 603 times

```

1  #!/usr/bin/python
2  # -*- coding: utf-8 -*-
3
4  # Strażnik
5  if __name__ == "__main__":
6      print "Ostrzeżenie: aby uruchomić aplikację uruchmo skrypt o nazwie \"Arkanoid.py\"
7      quit()
8
9  import pygame
10 import os
11 import sys
12 import random
13
14 from pygame.locals import *
15
16 import Settings
17
18 class Colision(object):
19     def __init__(self, left, right, top, bottom):
20         self._left = left
21         self._right = right
22         self._top = top
23         self._bottom = bottom
24
25     def isLeftColision(self):
26         return self._left
27
28     def isRightColision(self):
29         return self._right
30
31     def isTopColision(self):
32         return self._top
33
34     def isBottomColision(self):
35         return self._bottom
36
37     def isAny(self):
38         if self._left or self._right or self._top or self._bottom:
39             return True
40         else:
41             return False
42
43     _left = None
44     _right = None
45     _top = None
46     _bottom = None
47
48 class GameObject(object):
49     def __init__(self, left, right, top, bottom):
50         self.setRect(left, right, top, bottom)
51         self._color = pygame.Color(255, 255, 255)
52         self._speedX = 0
53         self._speedY = 0
54
55     def setRect(self, left, right, top, bottom):
56         self._left = left
57         self._right = right
58         self._top = top

```