So my problem is that CSyntax is a bit too married to a specific languages. If the C++ highlighter covers 90% of what you need and the C# highlighter covers 90% of what you need and if you could selectively merge the two you would get full coverage, you are fine, but you can't. I tried in the past, but the only solution was to fork CodeEditor. I don't want to do that anymore.

So rather than CSyntax knowing that you are doing C++, CSyntax has no idea that it is C++.

I have broken highlight into multiple options:

```
class CSyntaxOptions {
public:
 int lang = 0;

 bool SlashBlockComments = false;
 bool SlashLineComment = false;
 bool PoundLineComment = false;
 bool PoundHexa = false;
 bool DashInId = false;
 bool CapitalizeId = false;
 bool Macros = false;
```

I'll continue adding options. Using this, you can build your language on the fly: you could highlight a language with capitalized IDs with dashes inside, macros and only pound comments. And you can do this without touching CodeEditor.

But I have on important question:
What is HIGHLIGHT_CALC? The only reason I have "lang" in the structure is to handle HIGHLIGHT_CALC. I don't know what it is, so I can't give it a good name.