Subject: Re: Choosing the best way to go full UNICODE
Posted by cbpporter on Mon, 12 Jun 2017 10:50:54 GMT
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No, I'll do it too. Reducing the 130 KiB will be welcome but really not a priority. If I had time, I would do it right now.

But the CodeEditor reword is a bust for now. There is no easy way to map a CodeEditor to all the CSyntax objects that are created and retroactively update them. Plus I represent syntax in expensive to copy structures, so I need to rework that. But scheduling is not on my side. So for some time more I'll continue using the CodeEdtior fork.

Plus, I spent most of the day today first isolating Pdb from ide/Debuggers and then from IDE. It almost compiles. But I have one major problem left before it compiles:

I can't find AK_ADDWATCH.

I searched all of U++ and WinSDK and I couldn't find where it is defined.