Subject: Re: Syntax highlighting - Settings being over written with defaults
Posted by Klugier on Sat, 24 Jun 2017 11:21:16 GMT

Hello,

I know what is wrong - but this is huge problem with our internal CodeEditor architecture - the problem is that we use global settings (some kind of singlet - which is always anti-pater). What we need to do in CodeEditor code area is just remove that singleton and make it per CodeEditor. Then we could pass settings for each instance of code editor in the independent way.

This structure is the problem (CodeEditor - Syntax.h):

struct HighlightSetup { // Global highlighting settings

Sincerely,
Klugier