Subject: PlantUmlEditor
Posted by Didier on Fri, 07 Dec 2018 16:32:57 GMT
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Hy all,

I use PlantUml from time to time to make some sequence diagrams ... but it lacks a good editor with decent colorising.
So I decided to try to make one using Upp::CodeEditor and Boost::spirit

This is a first try and it can only edit one file at a time since I added some file context management (Macro, Participants) (I still need to find out how to manage this correctly with CodeEditor) but the parsing and colorising works great (although not perfect for the moment).

Since this subject comes up regularly: so I think this example could be of interest to others

Note :
the parsing can DETECT SYNTAX ERRORS and line is displayed in red until the error is corrected (all errors aren't detected at the moment : I have to correct/enhance the syntax declaration) but this brings much power to the editor

File Attachments

1) PlantUmlEditor.zip, downloaded 399 times