Subject: How applying syntax, for example c++?
Posted by AndrzejB on Sun, 17 Sep 2017 21:36:25 GMT
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I am newbie in Ultimate++.
I am using CodeEditor class, No syntax highlighting and auto indent. How say CodeEditor that my syntax is c++ or other?
My first program:

```
#include <CtrlLib/CtrlLib.h>
#include <CodeEditor/CodeEditor.h>

using namespace Upp;

struct MyAppWindow : TopWindow {
 Button button;
 CodeEditor ed;

 void Click() { PromptOK("You have clicked the button!"); }

 typedef MyAppWindow CLASSNAME;

 MyAppWindow() {
  Title("My application with button");
  Add(ed.LeftPos(10, 200).TopPos(10, 200));
  button.SetLabel("Click me!");
  button <<= THISBACK(Click);
 }
};

GUI_APP_MAIN
{
 MyAppWindow app;
 app.Run();
}
```

Subject: Re: How applying syntax, for example c++?
Posted by mirek on Mon, 18 Sep 2017 09:56:35 GMT
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```
#include <CtrlLib/CtrlLib.h>
#include <CodeEditor/CodeEditor.h>

using namespace Upp;
```

```
struct MyAppWindow : TopWindow {
 Button button;
 CodeEditor ed;

 void Click() { PromptOK("You have clicked the button!"); }

 typedef MyAppWindow CLASSNAME;

 MyAppWindow() {
  Title("My application with button");
  Add(ed.LeftPos(10, 200).TopPos(10, 200));
  button.SetLabel("Click me!");
  button <<= THISBACK(Click);

  ed.Highlight("cpp");
 }
};

GUI_APP_MAIN
{
 MyAppWindow app;
 app.Run();
}
```
