Subject: A few suggestions about CodeEditor
Posted by NiNTENDU on Sat, 06 Jun 2009 22:47:34 GMT
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Hello everybody!

Playing with TheIDE source two ideas are bouncings in my mind:

* I REALLY like the idea to colorize the paper to identify code blocks like loop etc... but maybe drop off the macro line coloring because is hardly recognizable and add cluttering; but this is a very minor issue.

* I noticed that highlight code use various static arrays lookup
to search if a keyword is standard cpp or upp or whatever.

I think is not a bad idea to use a single big hash table of the type:

[KEYWORD] => [COLOR]

for example:

int => CPP_COLOR_INK
wchar => UPP_COLOR_INK
...
default => DEFAULT_INK

That will bring a (minor/mayor?) performance relief and simplify the code a bit: simply throw the word and you get the color!

[edit: lookup would result in a perfect hash function!]

What do you think? Maybe too much work for nothing?

NiNTENDU

ps: sorry for my bad english, it's not my primary language!

Subject: Re: A few suggestions about CodeEditor
Posted by gprentice on Sun, 07 Jun 2009 01:34:42 GMT
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I think a trie is normally used for this but I don't know how it would compare with a perfect hash and like you said, might not be worth the trouble.

Graeme

Subject: Re: A few suggestions about CodeEditor
Posted by mirek on Sun, 07 Jun 2009 13:30:20 GMT
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NiNTENDU wrote on Sat, 06 June 2009 18:47Hello everybody!

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Do you experience any performance issues with highlighting?

FYI, in fact, lookup in keyword tables is done through hashing. I guess, in the sum of things highlighting has to process, this is the least expensive part...