Subject: To load a new syntax in CodeEditor
Posted by koldo on Thu, 29 May 2014 14:24:01 GMT
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Hello all

I wanted to load a new language support in CodeEditor. As it is similar to C++, I wanted to use CSyntax. However LoadSyntax() is private so I cannot use it or subclass it.

Would it be possible to set it public or protected, or is there any way to add a new language (syntax)?

Subject: Re: To load a new syntax in CodeEditor
Posted by mirek on Tue, 03 Jun 2014 06:27:08 GMT
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OK, it is now protected. However, I am not quite sure whether what you want to do is a good idea: There might arose a conflict of "C language id" integer if somebody else does the same.

Perhaps you could just put it into CSyntax?

That said, CSyntax was meant as sort of temporary solution to adapt the old code to the new scheme.

Subject: Re: To load a new syntax in CodeEditor
Posted by koldo on Tue, 03 Jun 2014 10:53:58 GMT
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Hello Mirek

Now, with a public LoadSyntax(), the code I use to implement a new language ("my") is:

```
void CreateCSyntax(One<EditorSyntax>& e, int kind) {
 CSyntax& s = e.Create<CSyntax>();
 s.SetHighlight(kind);
}

...
 static const char *my_keywords[] = {..., NULL};
 static const char *my_names[] = {..., NULL};

 int syntaxId = CSyntax::LoadSyntax(my_keywords, my_names);
 EditorSyntax::Register("my", callback1(CreateCSyntax, syntaxId), "*.my", "MyLanguage");
...
 myCode.Highlight("my");
```

How would have to be the best way to implement it?