Subject: TheIDE - Python syntax and indention support
Posted by Klugier on Tue, 26 Apr 2016 20:32:57 GMT

Hello,

Some time ago I added support for Python inside TheIDE. Now, CodeEditor supports python syntax (highlight keywords) and can place new indentation using python rules.

Screen shot below:

Sincerely,
Klugier

File Attachments
1) PythonSyntax.png, downloaded 593 times

```python
#!/usr/bin/python
# -*- coding: utf-8 -*-

# Strażnik
if __name__ == "__main__":
    print "Ostrzeżenie: aby uruchomić aplikację uruchmo skrypt o nazwie \"Arkanoid.py\"
    quit()

import pygame
import os
import sys
import random

from pygame.locals import *

import Settings

class Colision(object):
    def __init__(self, left, right, top, bottom):
        self._left   = left
        self._right  = right
        self._top    = top
        self._bottom = bottom

    def isLeftColision(self):
        return self._left

    def isRightColision(self):
        return self._right

    def isTopColision(self):
        return self._top

    def isBottomColision(self):
        return self._bottom

    def isAny(self):
        if self._left or self._right or self._top or self._bottom:
            return True
        else:
            return False

    _left   = None
    _right  = None
    _top    = None
    _bottom = None

class GameObject(object):
    def __init__(self, left, right, top, bottom):
        self.setRect(left, right, top, bottom)
        self._color = pygame.Color(255, 255, 255)
        self._speedX = 0
        self._speedY = 0

    def setRect(self, left, right, top, bottom):
        self._left   = left
        self._right  = right
        self._top    = top
```