

## U++ - Task #1757

### CodeEditor should not use global state for highlight

06/24/2017 03:44 PM - Zbigniew Rebacz

<b>Status:</b>	New	<b>Start date:</b>	06/24/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	CodeEditor	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>I strongly believe that this is not good idea to keep CodeEditor highlight settings as a global state (singleton like approach). It can leads to bugs for example somebody creates CodeEditor without loading previous highlight settings can lead to restart settings in the first code editor.</p> <p>For the code security reasons we should have Highlight object associated with CodeEditor. Then each CodeEditor instance will be independent to each other.</p> <p>More information - why I am thinking it is bad design could be find in following forum thread - <a href="http://www.ultimatepp.org/forums/index.php?t=msg&amp;#38;goto=48332&amp;#38;#msg_48332">http://www.ultimatepp.org/forums/index.php?t=msg&amp;#38;goto=48332&amp;#38;#msg_48332</a>.</p>			