U++ - Task #1757
CodeEditor should not use global state for highlight

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

Status:	New		Start date:	06/24/2017
Priority:	Normal		Due date:	
Assignee:			% Done:	0%
Category:	CodeEditor		Estimated time:	0.00 hour
Target version:			Spent time:	0.00 hour

Description

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.

For the code security reasons we should have Highlight object associated with CodeEditor. Then each CodeEditor instance will be independent to each other.

More information - why I am thinking it is bad design could be find in following forum thread - http://www.ultimatepp.org/forums/index.php?t=msg&goto=48332&#msg_48332.