

Apjjm's Improved Notepad++ HPS Support

The old notepad++ files which most people have installed had faults. I have been slowly tweaking these files as I have used them. Today I decided to fully finish the job. Below is a list of fixes I have made:

Hps Language Definition File (hps.xml)

- Removed several unsupported functions
- Added 3 new functions which are supported as of 1.2 justine patch
- Added various missing supported type keywords (E.g uint)
- Added keywords for classes, interfaces, enumerates, typedef and funcdef and possibly others
- Removed "PlayerStartArea_" keyword
- Probably a couple of other things too

Hps user defined lang file (userdefinedlang.xml)

- Added folding regions (See sample hps file)
- Overhauled color coding
- Added appropriate color coding for all supported keywords
- Added color for OnStart, OnLeave, OnEnter and OnGameStart events
- Strings now have the escape char defined

[Preview: Sample Script](#)

I have also included a sample script file, and a text document containing installation instructions (note that these instructions will still work if you already have the current version installed - but you may have to restart notepad++ to see the changes take effect)

[Download link \(FIXED!\)](#)

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