CodeLite - How to get started

1. Download the latest CodeLite release.
2. Launch CodeLite and configure:
   - Settings→Tags Settings→Display and Behavior: Increase number of items to display to 200.
   - Settings→Tags Settings→Display and Behavior: Activate "Keep function signature un-formated".
   - Settings→Tags Settings→ctags→Include Files: Add a path to "redist/script".
   - Settings→Tags Settings→ctags→Advanced: Add *.hps to file types list.
   - Settings→Tags Settings→Colouring: Increase maximum number of coloured symbols to at least 5000.
   - Settings→Tags Settings→Colouring: Enable colour local variables.
   - (optional) Settings→Tags Settings→Colouring: Enable colour workspace tags, also enable enumerator but leave the rest with default setting.
   - (optional) Settings→Tags Settings: Configure the rest to your liking. For example, auto-show & case sensitive enabled.
   - Settings→Syntax Highlighting and Fonts→Change, select C++ and in Global Settings add *.hps to the File Extension list.

1. Create a new workspace.
2. Create a new project in the workspace. Use template Others → None-code project.
   - Right-click on project folder, choose Import files from directory .. Import "redist/script/".
   - Right-click on project folder, choose Import files from directory .. Import "redist/maps/".
   - Right-click on project, New Virtual Folder, name it "_api".
   - Right-click on _api and Add An Existing File, add the file "redist/hps_api.hps" (might need to launch the game executable one time to have it created).

That should be it, .hps files should be color coded and parsed for completion as you added them to the project. If they did not, you can re-tag the workspace, project or the single file to see if it helps. If no color coding, it can be forced in View→View As: C++.

- ctrl-space will bring up the completion drop down.
- ctrl-shift-space will bring up hints when inside the () of a function.
- ctrl-left-click on #include, variables, functions etc will open/move cursor to their location.

Issues & Info

- Write Class@ object and not Class @object, the later will screw up coloring.
- A bug currently can make some words loose coloring when you launch codelite. Open the Tags settings, click OK and the re-tag the file or project to fix it.
- If you loose all coloring and can't get it back, delete the .tags file saved in the same folder as your workspace. Then relaunch codelite and re-tag workspace, save file to get it working.
- Parameters with &in will break coloring of parameter, but will have no other side-effects.

Extra Info

Info about Settings→Syntax Highlighting and Fonts→Customize→Edit Lexer keyword sets, Set 0 to Set 4:

- Set 0 User configured list of keywords not already parsed. Can be edited.
- Set 1 Unknown.
- Set 2 Doxygen keywords, words here will be colored in comments using /** codeblocks when prepended with @ ie @var int myInt. Can be edited.
- Set 3 Used for the setting "Colour workspace tags", automatically created (not visibly). Can NOT be edited.
- Set 4 Used for the setting "Colour local variables", automatically created (not visibly). Can NOT be edited.

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