

# CodeLite - How to get started

1. Download this zip as the current install on the official website is out-of-date for Angel Script support.
2. Copy extracted folder/lexers\_hpl3.xml to "CodeLite install dir"/lexers/. This will add a language config for C++ we can tweak for AngelScript.
3. 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 unformatted" this fixes our &in problem with hints.
  - Settings→Tags Settings→ctags→Include Files: Add a path to "SVN dir"/depth/redist/script, this will allow the parser to auto-parse script files that you #include among other things.
  - Settings→Tags Settings→ctags→Advanced: Add \*.hps to file types list, this will allow the parser to parse .hps files.
  - 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 Coloring Scheme to HPL3 if not already set.

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".

That should be it, .hps files should be color coded and parsed for completion as you added them to the project. If it 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++. You will know it uses our lexer if the strings are grey colored instead of red colored.

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 then 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

1. 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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