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Subject: Re: xemacs syntax highlighting problem  
Posted by [Paul Van Delst\[1\]](#) on Fri, 17 Jan 2003 15:06:29 GMT  
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"J. Fischer" wrote:

>  
> Paul van Delst wrote:  
>> Why can't the fontification be based on a "context" buffer (dunno what the proper term  
>> would be). That is, you update syntax highlighting based on the immediate context of what  
>> surrounds the line in question? I have no idea how one would specify the extent of the  
>> context, though.  
>  
> This wouldn't really help to improve efficiency.

why not?

>> The efficiency issue Carsten mentions can be a real bugger. I use nedit and it checks the  
>> entire buffer every keystroke. Not usually a problem unless you have a lot of lines of  
>> code and you type in a string near the top of the file. The first use of ' causes all the  
>> following 's to be redefined and the character string syntax highlighting "flips". The  
>> closing ' in the line I'm typing corrects the situation but it can take a couple of  
>> seconds while nedit cogitates over the matter. Can be a real pain in the rear.  
>  
> There is nothing wrong about checking the entire buffer. Actually, it is  
> the only way to get a efficient (almost) real-time and `_proper_` syntax  
> highlighting.  
>  
> This puts a higher responsibility on the patterns design, though. What  
> you describe is a badly designed patterns set.

Most likely - seeing as I futzed around with the standard nedit patterns when I started  
using it. The nedit documentation is a bit sketchy on examples which is the only way I can  
make sense out of the patterns used. I probably buggered up a perfectly designed pattern.

> Hope you got the point.

Um, I think so.

paulv

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Paul van Delst  
CIMSS @ NOAA/NCEP/EMC  
Ph: (301)763-8000 x7274  
Fax:(301)763-8545

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