
Subject: Re: xemacs syntax highlighting problem

Posted by [Carsten Dominik](#) on Thu, 16 Jan 2003 13:13:19 GMT

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>>>> > "s" == s <Sebastian> writes:

s> Hi all,

s> I have a little syntax highlighting problem with my xemacs IDLWAVE mode:

s> When using linebreaks like

s> wBase = WIDGET_BASE(/COLUMN, \$

s> TITLE=('Mytitle'), \$

s> GROUP_LEADER= myLeader)

s> the keywords in the continued lines (TITLE and GROUPEADER) are

s> highlighted correctly when I open the file.

s> But once I edit something in these lines (e.g. change 'Mytitle' to

s> 'AnotherTitle'), the highlight goes away.

s> When I move the comma from the end of the lines to the start of the next

s> lines, like:

s> wBase = WIDGET_BASE(/COLUMN \$

s> ,TITLE=('Mytitle') \$

s> ,GROUP_LEADER= myLeader)

s> everything works fine.

s> Any idea whats wrong and how I can fix it?

It cannot be fixed. When editing, [X]Emacs looks only at the current line to update syntax highlighting. This is mainly an efficiency question - you don't want to scan the whole buffer after every character typed.

When there is no comma before the keyword, there is no way to tell (by looking at the current line only) if it is a keyword or a variable assignment.

On the other hand, when opening a new file, the whole buffer is fontified in one go, and in this case the engine notices continuation lines and highlights correctly.

This is pretty much the only bug in IDLWAVE where I have really no idea how to fix it - as much as I would like to. The only viable workaround is what you have already discovered, but that is ugly (I think...).

You can restore the correct fontification at any time with

M-x font-lock-fontify-buffer

If you want to do this often, bind it to a key. I have:

(define-key global-map [f2] 'font-lock-fontify-buffer)

Hope this helps

- Carsten

Subject: Re: xemacs syntax highlighting problem
Posted by [Paul Van Delst\[1\]](#) on Thu, 16 Jan 2003 15:32:48 GMT
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Carsten Dominik wrote:

```
>
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> continuation lines and highlights correctly.
```

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.

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.

paulv

--

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Subject: Re: xemacs syntax highlighting problem
Posted by [s\[1\]](#) on Thu, 16 Jan 2003 18:01:36 GMT
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Thanks for the answers,

that explains a lot to me, I just had a look at idlde and vi to see whether they are smarter, but they both don't even try to highlight the keywords.

Interestingly enough, when I cat&paste several lines, like

```
TITLE='mytitle',$
```

```
GROUP_LEADER=myLeader,$
```

```
MBAR=myBar
```

all lines except the first one get updated.

The "context" to fix this problem would only be the previous line. I always found the emacs lisp stuff too confusing, but naive as I am I would imagine that it can't be too hard to do it, or?

Best regards,

Sebastian

On Thu, 16 Jan 2003, Paul van Delst wrote:

> Carsten Dominik wrote:

>>

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>
> paulv
>

```

> --
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>

Subject: Re: xemacs syntax highlighting problem
Posted by [J. Fischer](#) on Fri, 17 Jan 2003 05:16:01 GMT
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Paul van Delst wrote:

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> 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.

> 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. The patterns described by a beginning and ending ' simply need an "error expression" to make it stop. Confirm the NEdit documentation. You have to determine what can't be or normally won't be (highlighting needn't be a syntax parser, it shall only help to reduce errors) inside " (for example if " should be contained in a single line, then you would give \$ as error expression, or does the language you are using have comments? Do they normally occur inside ").

Hope you got the point.

Cheers,
Joerg

Subject: Re: xemacs syntax highlighting problem

>>>> > "PvD" == Paul van Delst <paul.vandelst@noaa.gov> writes:

PvD> Why can't the fontification be based on a "context" buffer (dunno
PvD> what the proper term would be). That is, you update syntax
PvD> highlighting based on the immediate context of what surrounds the
PvD> line in question? I have no idea how one would specify the extent
PvD> of the context, though.

In principle this should not be a problem. Font-lock could easily be
told to look at two line, for example. In practice, the decision to
only look at the current line happens in font-lock, a package separate
from IDLWAVE, and we have no control over it. As far as I know, there
is no configuration option available to change this behavior.

- Carsten
