
Subject: How applying syntax, for example c++?

Posted by [AndrzejB](#) on Sun, 17 Sep 2017 21:36:25 GMT

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I am newbie in Ultimate++.

I am using CodeEditor class, No syntax highlighting and auto indent. How say CodeEditor that my syntax is c++ or other?

My first program:

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <CodeEditor/CodeEditor.h>
```

```
using namespace Upp;
```

```
struct MyAppWindow : TopWindow {  
    Button button;  
    CodeEditor ed;
```

```
void Click() { PromptOK("You have clicked the button!"); }
```

```
typedef MyAppWindow CLASSNAME;
```

```
MyAppWindow() {  
    Title("My application with button");  
    Add(ed.LeftPos(10, 200).TopPos(10, 200));  
    button.SetLabel("Click me!");  
    button <=<= THISBACK(Click);  
}  
};
```

```
GUI_APP_MAIN  
{  
    MyAppWindow app;  
    app.Run();  
}
```

Subject: Re: How applying syntax, for example c++?

Posted by [mirek](#) on Mon, 18 Sep 2017 09:56:35 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
#include <CodeEditor/CodeEditor.h>
```

```
using namespace Upp;
```

```

struct MyAppWindow : TopWindow {
    Button button;
    CodeEditor ed;

    void Click() { PromptOK("You have clicked the button!"); }

    typedef MyAppWindow CLASSNAME;

    MyAppWindow() {
        Title("My application with button");
        Add(ed.LeftPos(10, 200).TopPos(10, 200));
        button.SetLabel("Click me!");
        button <<= THISBACK(Click);

        ed.Highlight("cpp");
    }
};

GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}

```
