

# Qscintilla documentation

## (A learn-by-example guide)

This documentation assumes a basic knowledge of the Python programming language. But even if you are a complete beginner in the language do not get discouraged, the examples should be quite understandable regardless.

All examples will use the Python 3 programming language and the PyQt5 application framework. To change the examples to Python 2 or the PyQt4 is quite simple and in most cases, trivial.

For in-depth information about Qt, PyQt, Scintilla and QScintilla go to the official documentation websites.

# Table of Contents

1. Introduction.....	5
1.1. What is QScintilla?.....	5
1.2. Some QScintilla features.....	5
1.3. QScintilla object overview.....	6
1.3.1. PyQt5.Qsci.QsciScintillaBase.....	6
1.3.2. PyQt5.Qsci.QsciScintilla.....	6
1.3.3. PyQt5.Qsci.QsciLexer.....	6
1.3.4. PyQt5.Qsci.QsciAPIs.....	7
1.3.5. PyQt5.Qsci.QsciStyle.....	7
1.4. PyQt objects used by QScintilla.....	7
1.4.1. PyQt5.QtWidgets.QApplication.....	7
1.4.2. PyQt5.QtWidgets.QMainWindow.....	7
1.4.3. PyQt5.QtWidgets.QWidget.....	7
1.4.4. PyQt5.QtGui.QFont.....	8
1.5. QScintilla visual description.....	9
1.5.1. Editing area.....	9
1.5.2. Margin area.....	9
1.5.3. Scroll bar area.....	10
1.5.4. Autocompletion windows.....	10
1.5.5. Context menu.....	11
1.6. QScintilla's default settings.....	11
1.6.1. Default lexer.....	11
1.6.2. Default font.....	11
1.6.3. Default paper.....	11
1.6.4. Default keyboard shortcuts.....	12
1.6.5. Default scroll bar behaviour.....	13
1.6.6. Default margin.....	13
1.6.7. Default autocompletion behaviour.....	13
1.6.8. Default mouse behaviour.....	13
1.6.9. Default encoding.....	14
2. Installation guide.....	15
2.1. Windows.....	15
2.2. GNU/Linux.....	15
2.3. Mac OS.....	15
3. QScintilla options.....	16
3.1. Text wrapping.....	16
3.1.1. Text wrapping mode.....	16
3.1.2. Text wrapping visual flags.....	17
3.1.3. Text wrapping indent mode.....	18
3.2. End-Of-Line (EOL) options.....	19
3.2.1. End-Of-Line mode.....	19
3.2.2. End-Of-Line character/s visibility.....	19
3.3. Indentation options.....	19
3.3.1. Indentation character (tabs or spaces).....	20
3.3.2. Indentation size.....	20
3.3.3. Indentation guides.....	20
3.3.4. Indentation at spaces options.....	21

3.3.5. Automatic indentation.....	21
3.4. Caret options (cursor representation).....	22
3.4.1. Caret foreground color.....	22
3.4.2. Caret line visibility.....	22
3.4.3. Caret line background color.....	23
3.4.3. Caret width.....	23
3.5. Autocompletion – Basic.....	23
3.5.1. Autocompletion case sensitivity.....	23
3.6. Margins.....	24
3.6.1. Margin types.....	24
3.6.2. Choosing a margin's type.....	26
3.6.2.1. Special line numbers method.....	27
3.6.3. Set the number of margins (NOT AVAILABLE PRE VERSION 2.10).....	27
3.6.4. Margin foreground color.....	27
3.6.5. Margin background color.....	28
3.6.6. Margin width.....	28
3.6.6. Margin sensitivity to mouse clicks.....	29
3.6.7. Margin marker mask.....	29
3.6.8 Markers.....	30
3.6.8.1 Defining a marker.....	30
3.6.8.2 Adding a marker to margins.....	33
3.6.8.3 Deleting a marker from margins.....	34
3.6.8.4 Deleting a marker by it's handle.....	34
3.6.8.5 Deleting all markers.....	34
3.6.8.6 Get all markers on a line.....	34
3.6.8.7 Get line number that a marker is on by the markers handle.....	35
3.6.8.7 Find markers.....	35
3.7. Hotspots (clickable text).....	36
3.7.1. Hotspot foreground color.....	36
3.7.2. Hotspot background color.....	37
3.7.3. Hotspot underlining.....	37
3.7.4. Hotspot wrapping.....	37
3.7.5. Connecting to the hotspot click signal.....	38
4. Lexers.....	40
4.1. Creating a custom lexer.....	40
4.2. Detailed description of the setStyling method and it's operation.....	46
4.3. Advanced lexer functionality.....	47
4.3.1 Multiline styling.....	47
4.3.2 Code folding.....	49
4.3.2 Clickable styles.....	49
5. Basic examples.....	51
5.1. Qscintilla's "Hello World" example.....	51
5.1.1. Code breakdown.....	51
5.2. Customization example.....	52
5.2.1. Code breakdown.....	52
FUTURE CHAPTERS:.....	56
Show an example of a Cython compiled lexer.....	56
X. Appendix: code examples.....	57
X.1. Hello World.....	57

X.2. Customization.....	58
X.3. Margins.....	61
X.4. Custom lexer – basic.....	64
X.5. Custom lexer – advanced.....	74

# 1. Introduction

This chapter assumes you know nothing about QScintilla or PyQt and will guide you step by step to understanding the basics of the PyQt framework and the QScintilla editing component.

## 1.1. What is QScintilla?

QScintilla is a text editing component for the Qt application framework written in the C++ programming language. It is a wrapper for the Scintilla text editing component created by Neil Hodgson also written in the C++ programming language. The Qt application framework is a set of objects, also referred to as widgets, that help making GUI (Graphical-User-Interface) and other types of applications easier and is cross-platform.

PyQt is a set of Python bindings to the Qt application framework, which also includes bindings to the QScintilla component. So hurray, we can use QScintilla in Python. This introduction chapter will focus solely on the PyQt's QScintilla component, other PyQt components will only be mentioned when they are needed with regards to the QScintilla component.

As PyQt is a wrapper for Qt framework, it cannot be avoided that some parts of Qt will have to be described in order to understand the documentation. Sometimes I will even mention some C++ code, but only when it is absolutely necessary.

The referencing of QScintilla / Scintilla will seem confusing at first but do not get discouraged, just keep in mind that QScintilla component is just the Scintilla text editing component wrapped in a Qt QWidget object so it can be used in the Qt framework, and PyQt's QScintilla component is just the QScintilla component wrapped in Python!

Also later in the document I will use the terms QScintilla, Qscintilla document, editor, object or widget interchangeably. All terms mean the QScintilla editing component.

## 1.2. Some QScintilla features

- Built-in syntax highlighting for more than 30 programming languages
- Create syntax highlighting for custom purposes
- Text styling: underlining, highlighting, ...
- Clickable text (called **Hotspots** in QScintilla)
- Word wrapping
- Autocompletion functionality and call tips
- Error indicating, bookmarks, ... using the margins of the document
- Code folding
- Selecting various font styles and colors

- Mixing font styles in the same document
- Customizing keyboard commands
- Block selection of text
- Zooming text in / out
- UTF-8 support
- Command macros (call sequences of commands with one command)
- Customizing the **Caret** (the blinking marker that shows where the cursor is located)
- Built-in search and replace functionality
- ...

Plus with Python and the entire PyQt framework at your disposal, you will be able to do much, much more.

## 1.3. QScintilla object overview

All QScintilla objects are part of the PyQt framework under the **PyQt5.Qsci** module. The below listed objects will be covered in depth (some more than others) in this documentation.

### 1.3.1. PyQt5.Qsci.QsciScintillaBase

The base object for text editing. This is a more direct low level wrapper to access all of the underlying Scintilla functionality. It is used when you cannot implement something in the higher level **PyQt5.Qsci.QsciScintilla** object.

### 1.3.2. PyQt5.Qsci.QsciScintilla

The high level object for text editing. It is a subclass of the low level **PyQt5.Qsci.QsciScintillaBase** object, which just means it has access to all of the **PyQt5.Qsci.QsciScintillaBase** methods and attributes. This object will be used most of the time for all text editing purposes you will need and has a very Qt-like API. **When using the name QScintilla, I will always be referring to this object.**

### 1.3.3. PyQt5.Qsci.QsciLexer

The abstract object used for styling text (syntax highlighting) usually in the context of a programming language. This is an abstract object and has to be sub-classed to make a custom lexer. There are many built-in lexers already available such as: **QsciLexerPython**, **QsciLexerRuby**, ... The lexer needs to be applied to an instance of a **PyQt5.Qsci.QsciScintilla** object for it to start styling the text.

### 1.3.4. PyQt5.Qsci.QsciAPIs

The object used for storing the custom autocompletion and call tip information. In a nutshell, you assign it to an instance of the sub-classed **PyQt5.Qsci.QsciLexer** with autocompletions / call tips enabled, add keywords to it and you get custom autocompletions in the editor.

### 1.3.5. PyQt5.Qsci.QsciStyle

The object used for storing the options of a style for styling text with a **PyQt5.Qsci.QsciLexer**. This object does not have to be explicitly used, it's options are selected using the **PyQt5.Qsci.QsciLexer's** `setFont`, `setPaper`, ... methods (all of the lexer's methods that take *style* as the second argument).

There are only a few situations that you need to use this object directly. One is setting the margin text, the other is when adding annotations to lines.

## 1.4. PyQt objects used by QScintilla

There are various PyQt objects needed to customize the QScintilla component, while some are needed to initialize the PyQt application.

### 1.4.1. PyQt5.QtWidgets.QApplication

The [QApplication](#) object manages the GUI application's control flow and main settings. It's the object that needs to be initialized and executed to get QScintilla shown on the screen.

### 1.4.2. PyQt5.QtWidgets.QMainWindow

This object provides the main application window. It should always be used as the main window widget. If you are creating a simple QScintilla editor without any bells and whistles, just create

### 1.4.3. PyQt5.QtWidgets.QWidget

The [QWidget](#) object is the base object of all user interface objects. The QScintilla object and all other GUI object inherit from this object, that is why it is relevant.

From the official Qt 5 documentation:

The widget is the atom of the user interface: it receives mouse, keyboard and other events from the window system, and paints a representation of itself on the screen. Every widget is rectangular, and they are sorted in a Z-order. A widget is clipped by its parent and by the widgets in front of it.

A widget that is not embedded in a parent widget is called a window. Usually, windows have a frame and a title bar, although it is also possible to create windows without such decoration using suitable [window flags](#)). In Qt, [QMainWindow](#) and the various subclasses of [QDialog](#) are the most common window types.

#### 1.4.4 PyQt5.QtGui.QFont

QScintilla uses PyQt's QFont object for describing fonts. The QFont object resides in the **PyQt5.QtGui** module. The relevant attributes of the QFont object with regards to QScintilla are:

- family: style of the font. Some examples are: Courier, Times, Helvetica, ...
- pointSize: size of the font in points. If it is set to lower than 1, it will default to the system default size
- weight: font thickness from 0 (ultralight) to 99 (extremely black). The predefined values are QFont.Light, QFont.Normal, QFont.DemiBold, QFont.Bold and QFont.Black.
- italic: tilted text, True or False.

For more detailed information on this object, see the PyQt's web documentation.

You may be wondering how do you change the **color** of the font, right? This is what styling does, which will be described in a later chapter.

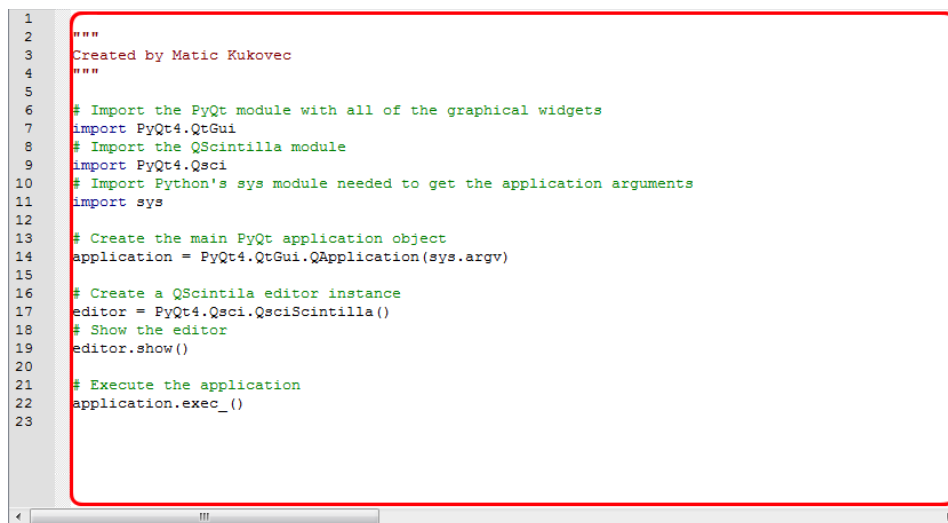


## 1.5. QScintilla visual description

Here I will describe the parts of the QScintilla component that will be discussed throughout this document, so you will have a clear idea of what goes where. **A more detailed look into these parts will follow in a later chapter.**

### 1.5.1. Editing area

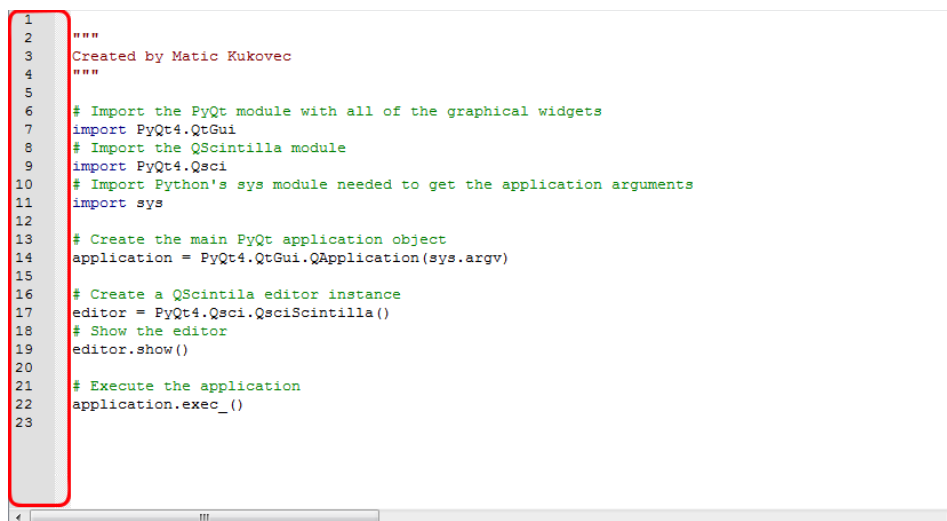
This is where all of the editing and styling (coloring, ...) of text happens. Text is edited using the mouse and keyboard, but it may also be manipulated in Python code. The editing area is shown in the red rectangle in the image below.



```
1  """
2  Created by Matic Kukovec
3  """
4
5
6  # Import the PyQt module with all of the graphical widgets
7  import PyQt4.QtGui
8  # Import the QScintilla module
9  import PyQt4.Qsci
10 # Import Python's sys module needed to get the application arguments
11 import sys
12
13 # Create the main PyQt application object
14 application = PyQt4.QtGui.QApplication(sys.argv)
15
16 # Create a QScintilla editor instance
17 editor = PyQt4.Qsci.QsciScintilla()
18 # Show the editor
19 editor.show()
20
21 # Execute the application
22 application.exec_()
23
```

### 1.5.2. Margin area

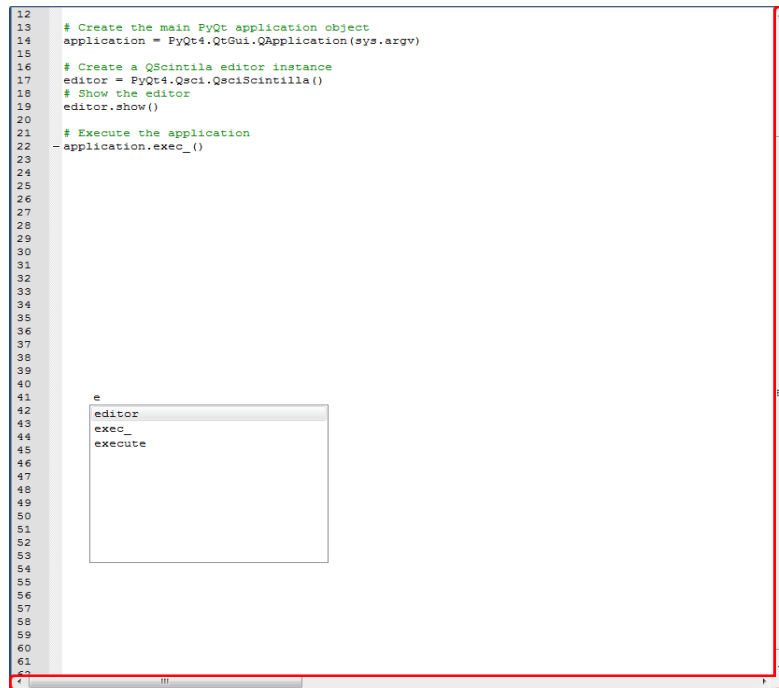
This is where the margins of the QScintilla document are located. Margins are the sidebars that can show line numbers, where there is the option for code folding, showing error indicators, showing bookmarks and anything else you can think of. The QScintilla can have up to 7 margins (**I think?**). The margin area is shown in the image below.



```
1  """
2  Created by Matic Kukovec
3  """
4
5
6  # Import the PyQt module with all of the graphical widgets
7  import PyQt4.QtGui
8  # Import the QScintilla module
9  import PyQt4.Qsci
10 # Import Python's sys module needed to get the application arguments
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18 # Show the editor
19 editor.show()
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21 # Execute the application
22 application.exec_()
23
```

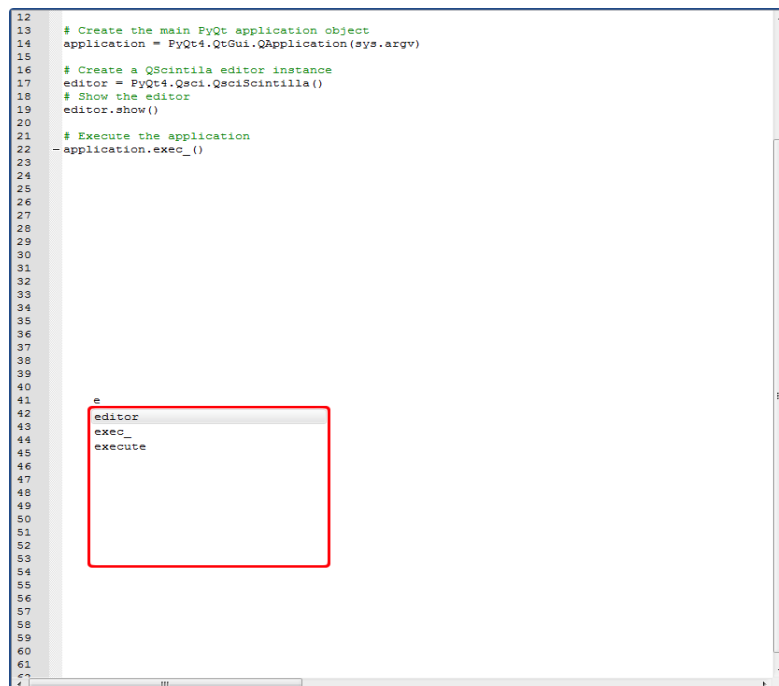
### 1.5.3. Scroll bar area

This is the area where the scroll bars are shown. The horizontal vertical bar is always present, while the vertical scroll bars is shown depending on the number of lines in the document and the documents window size. The scroll bar area is shown in the image below.



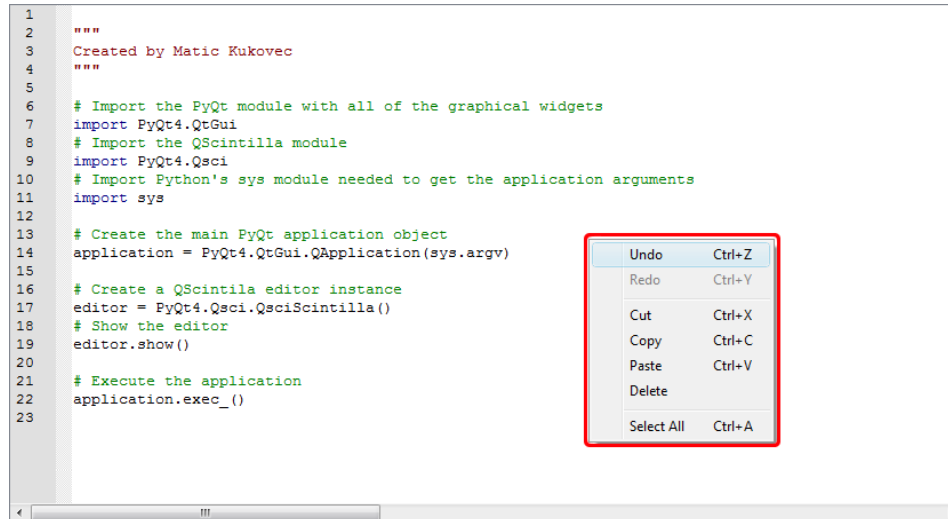
### 1.5.4. Autocompletion windows

When autocompletions are active in the document, the documentation window show sthe current autocompletion suggestions. By default, autocompletion is not enabled. An example autocompletion window is shown in the image below.



### 1.5.5. Context menu

By default there is only the right-click context menu that shows some standard editing options in the QScintilla component. Custom context menus can be added in Python code, but they use other parts of the PyQt framework that will not be covered in this documentation. QScintilla's default context menu is shown in the image below.



## 1.6. QScintilla's default settings

Below are QScintilla's default settings. These are the settings when you create an instance of the QScintilla component without setting any of its options.

### 1.6.1. Default lexer

By default, there is **NO** lexer set for the QScintilla editing component when it is first created. Sometimes I will also say that the lexer is disabled, but it means the same thing, that no lexer is set for the editor.

### 1.6.2. Default font

The default font used by QScintilla when **NO** lexer is set depends on the operating system you are using. On Windows it is **MS Shell Dlg 2**, while on GNU/Linux Debian Jesse it is **Roboto**.

The default font color is black. The size of the font depends on your system's settings. I have not had the opportunity to test on other systems.

**When there is a lexer set for the document, it overrides any settings that you have manually set previously. If you are trying to set some font style or color directly and nothing is happening, it means that a lexer is set on the document and is always overriding the changes you are trying to make.**

### 1.6.3. Default paper

In QScintilla the background of the document is called the **paper**. The paper is the background color of the document. By default the paper is white.

**Here it's the same as with the font. If you are trying to set the paper color directly and nothing is happening, it means that a lexer is set on the document and is always overriding the changes you are trying to make.**

### 1.6.4. Default keyboard shortcuts

Below is the list of the default shortcuts used by QScintilla.

**(NOTE: FIX ALL OF THE DESCRIPTIONS BELOW)**

- 'Down': Move one line down
- 'Down+Shift': Extend selected text one line down
- 'Down+Ctrl': Scroll the view one line down
- 'Down+Alt+Shift': Block extend selection one line down
- 'Up': Move one line up
- 'Up+Shift': Extend selected text one line up
- 'Up+Ctrl': Scroll the view one line up
- 'Up+Alt+Shift': Block extend selection one line up
- '[+Ctrl': Move paragraph up
- '[+Ctrl+Shift': Extend selection one paragraph up
- ']+Ctrl': Move paragraph down
- ']+Ctrl+Shift': Extend selection one paragraph down
- 'Left': SCI\_CHARLEFT
- 'Left+Shift': SCI\_CHARLEFTTEXTEND
- 'Left+Ctrl': SCI\_WORDLEFT
- 'Left+Shift+Ctrl': SCI\_WORDLEFTTEXTEND
- 'Left+Alt+Shift': SCI\_CHARLEFTRECTEXTEND
- 'Right': SCI\_CHARRIGHT
- 'Right+Shift': SCI\_CHARRIGHTTEXTEND
- 'Right+Ctrl': SCI\_WORDRIGHT
- 'Right+Shift+Ctrl': SCI\_WORDRIGHTTEXTEND
- 'Right+Alt+Shift': SCI\_CHARRIGHTRECTEXTEND
- '/+Ctrl': SCI\_WORDPARTLEFT
- '/+Ctrl+Shift': SCI\_WORDPARTLEFTTEXTEND
- '\\+Ctrl': SCI\_WORDPARTRIGHT
- '\\+Ctrl+Shift': SCI\_WORDPARTRIGHTTEXTEND
- 'Home': SCI\_VCHOME
- 'Home+Shift': SCI\_VCHOMEEXTEND
- 'Ctrl+Home': SCI\_DOCUMENTSTART
- 'Ctrl+End': SCI\_DOCUMENTSTARTTEXTEND
- 'Home+Alt': SCI\_HOMEDISPLAY
- 'Home+Alt+Shift': SCI\_VCHOMERECTEXTEND
- 'End': SCI\_LINEEND
- 'End+Shift': SCI\_LINEENDEXTEND
- 'Ctrl+End': SCI\_DOCUMENTEND
- 'Ctrl+Shift+End': SCI\_DOCUMENTENDEXTEND
- 'End+Alt': SCI\_LINEENDDISPLAY
- 'End+Alt+Shift': SCI\_LINEENDRECTEXTEND
- 'PageUp': SCI\_PAGEUP
- 'Shift+PageUp': SCI\_PAGEUPEXTEND
- 'PageUp+Alt+Shift': SCI\_PAGEUPRECTEXTEND
- 'PageDown': SCI\_PAGEDOWN
- 'Shift+PageDown': SCI\_PAGEDOWNEXTEND
- 'PageDown+Alt+Shift': SCI\_PAGEDOWNRECTEXTEND
- 'Delete': SCI\_CLEAR
- 'Delete+Shift': SCI\_CUT
- 'Ctrl+Delete': SCI\_DELWORDRIGHT
- 'Ctrl+Shift+BackSpace': SCI\_DELLINERIGHT

- 'Insert': SCI\_EDITTOGGLEOVERTYPE
- 'Insert+Shift': SCI\_PASTE
- 'Insert+Ctrl': SCI\_COPY
- 'Escape': SCI\_CANCEL
- 'Backspace': SCI\_DELETEBACK
- 'Backspace+Shift': SCI\_DELETEBACK
- 'Ctrl+BackSpace': SCI\_DELWORDLEFT
- 'Backspace+Alt': SCI\_UNDO
- 'Ctrl+Shift+BackSpace': SCI\_DELLINELEFT
- 'Ctrl+Z': SCI\_UNDO
- 'Ctrl+Y': SCI\_REDO
- 'Ctrl+X': SCI\_CUT
- 'Ctrl+C': SCI\_COPY
- 'Ctrl+V': SCI\_PASTE
- 'Ctrl+A': SCI\_SELECTALL
- 'Tab': SCI\_TAB
- 'Shift+Tab': SCI\_BACKTAB
- 'Return': SCI\_NEWLINE
- 'Return+Shift': SCI\_NEWLINE
- 'Add+Ctrl': SCI\_ZOOMIN
- 'Subtract+Ctrl': SCI\_ZOOMOUT
- 'Divide+Ctrl': SCI\_SETZOOM
- 'Ctrl+L': SCI\_LINECUT
- 'Ctrl+Shift+L': SCI\_LINEDeLETE
- 'Ctrl+Shift+T': SCI\_LINECOPY
- 'Ctrl+T': SCI\_LINETRANSPOSE
- 'Ctrl+D': SCI\_SELECTIONDUPLICATE
- 'U+Ctrl': SCI\_LOWERCASE
- 'U+Ctrl+Shift': SCI\_UPPERCASE

### 1.6.5. Default scroll bar behaviour

By default, only the horizontal scroll bar is shown and it has a default starting length. The horizontal scroll bar automatically grows as you enter more text and adjusts itself to the longest line in the document. The vertical scroll bar also shrinks automatically when you delete text from the lines, but it shrinks back to its default size.

The vertical scroll bar appears only when there are more lines than can be shown in the current QScintilla document. When you add lines the vertical scroll bar grows automatically, while when you delete lines it shrinks automatically.

### 1.6.6. Default margin

The QScintilla shows one margin by default. Its behaviour is, that it selects the text of the line next to the position where the user has left-clicked on the margin using the mouse.

### 1.6.7. Default autocompletion behaviour

By default, autocompletion are disabled.

### 1.6.8. Default mouse behaviour

The default mouse behaviour is text selection with holding the left mouse button and dragging the mouse. Right clicking anywhere in the document shows the context menu. By default the context menu has the following options: Undo, Redo, Cut, Copy, Paste, Delete and Select All.

When there is text selected in the editor

### **1.6.9. Default encoding**

The default encoding is ASCII. Unknown characters will appear as the questionmark (?) symbol.

## 2. Installation guide

Note that in this installation guide I mention **QScintilla2**. QScintilla is at version 2.9.3 at the moment, this is where the **2** comes from.

Installing PyQt5 using **pip** as described below can be done **ONLY** with Python3.5 at the moment.

### 2.1. Windows

Install the latest [PyQt5](#) library for your version of Python 3, this can be done easily using the [pip package manager](#) (if you have it installed) with the following command in the windows console:

```
pip install PyQt5
```

The other option is to install the Visual Studio version that your Python 3 version was compiled with and compile the from source from their official [website](#). You will also need to download the [SIP library source code](#). Download the source code and follow the instructions in the readme/install files. You'll also need the [Qt5 C++ source code](#).

### 2.2. GNU/Linux

If you are on Ubuntu, Raspbian or probably most Debian derivatives, install the following libraries using **apt-get**:

- python3.x (Probably already installed on the system)
- python3-pyqt5
- python3-pyqt5.qsci

Another option is as on Windows using [pip](#) with the following command in your favourite terminal:

```
pip3 install PyQt5
```

Notice it's **pip3** on GNU/Linux as it usually has both Python2 and Python3 installed.

Otherwise you can install PyQt5 and QScintilla2 (you will also need the [SIP library](#)) from source from their official [website](#). Download the source code and follow the instructions in the readme/install files. You'll also need the [Qt5 C++ source code](#).

### 2.3. Mac OS

Install the latest Python3 version and the pip package manager and use the following command in the terminal:

```
pip install PyQt5
```

Another thing you can try is using Anaconda Python 3 and it's package manager to install all dependencies. Here is the more [information](#).

I don't know much about Mac's, but you can try using the default Mac package manager to find the PyQt5 and QScintilla2 libraries or install the libraries from source, same as on GNU/Linux.



## 3. QScintilla options and special functionality

This chapter will be an in depth description of all QScintilla options and special functionality.

### 3.1. Text wrapping

Text wrapping disables or enables multiple types of text wrapping, which means breaking lines that are longer than what the QScintilla editor can show in the editor screen into multiple lines.

#### 3.1.1. Text wrapping mode

Set with method: **setWrapMode(wrap\_mode)**

Queried with method: **wrapMode()**

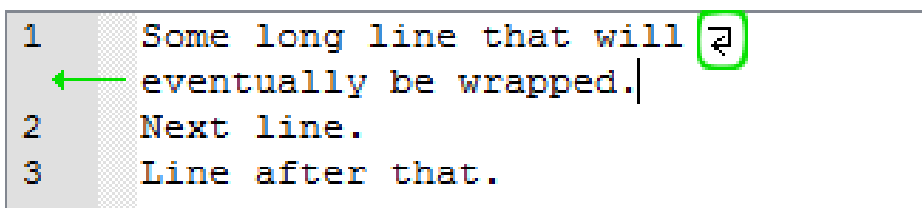
**wrap\_mode** parameter options:

- **PyQt5.Qsci.QsciScintilla.WrapNone**

No wrapping. Lines that exceed the editor's screen width cannot be seen unless you scroll horizontally using the mouse or with the cursor.

- **PyQt5.Qsci.QsciScintilla.WrapWord**

Lines are wrapped at words. Example:

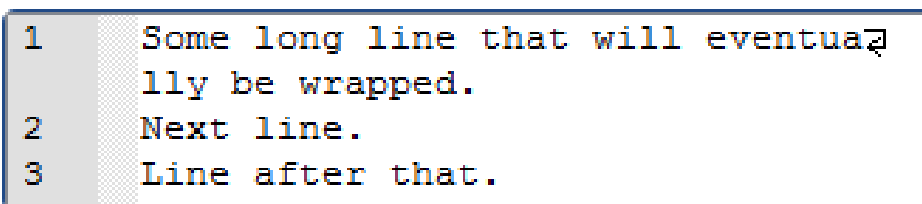


```
1 Some long line that will
  eventually be wrapped.
2 Next line.
3 Line after that.
```

Note the line wrap character and that the wrapped line has no line number (if there is a line margin present in the QScintilla editor). The other wrap visualisation options will be shown later.

- **PyQt5.Qsci.QsciScintilla.WrapCharacter**

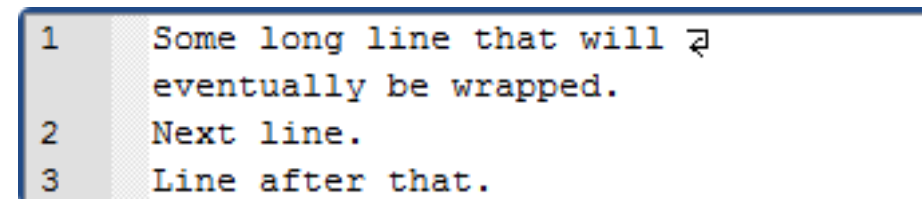
Lines are wrapped at the character boundaries. Example:



```
1 Some long line that will eventua
  lly be wrapped.
2 Next line.
3 Line after that.
```

- **PyQt5.Qsci.QsciScintilla.WrapWhitespace**

Lines are wrapped at the whitespace boundaries. Example:



```
1 Some long line that will
  eventually be wrapped.
2 Next line.
3 Line after that.
```

### 3.1.2. Text wrapping visual flags

These method selects how the text wrapping will be indicated in the QScintilla editor.

Set with method: **setWrapVisualFlags(endFlag, startflag, indent)**

**endFlag** parameter options:

- **PyQt5.Qsci.QsciScintilla.WrapFlagNone**

```
1  Some long line that will
   eventually be wrapped
2  Next line.
3  Line after that. |
```

- **PyQt5.Qsci.QsciScintilla.WrapFlagByText**

```
1  Some long line that will ↵
   eventually be wrapped
2  Next line.
3  Line after that.
```

- **PyQt5.Qsci.QsciScintilla.WrapFlagByBorder**

```
1  Some long line that will ↵
   eventually be wrapped
2  Next line.
3  Line after that.
```

- **PyQt5.Qsci.QsciScintilla.WrapFlagInMargin**

```
1  Some long line that will
↳ eventually be wrapped
2  Next line.
3  Line after that.
```

**startflag** parameter options:

- **PyQt5.Qsci.QsciScintilla.WrapFlagNone**

```
1  Some long line that will
   eventually be wrapped
2  Next line.
3  Line after that. |
```

- **PyQt5.Qsci.QsciScintilla.WrapFlagByText** or **PyQt5.Qsci.QsciScintilla.WrapFlagByBorder**

```

1  Some long line that will
   eventually be wrapped
2  Next line.
3  Line after that.

```

- **PyQt5.Qsci.QsciScintilla.WrapFlagInMargin** (same effect as the endflag parameter)

```

1  Some long line that will
   eventually be wrapped
2  Next line.
3  Line after that.

```

**indent** parameter options:

- This parameter sets the number of spaces each wrapped line is indented by. It has to be an **int**. Its effects can be seen **ONLY** if **setWrapIndentMode** is set to **PyQt5.Qsci.QsciScintilla.WrapIndentFixed**!

### 3.1.3. Text wrapping indent mode

Selects how wrapped lines are indented.

Set with method: **setWrapIndentMode (indent\_mode)**

**indent\_mode** parameter options:

- **PyQt5.Qsci.QsciScintilla.WrapIndentFixed** (with **setWrapVisualFlags** indent parameter set to 4!)

```

1  Some long line that will
   eventually be wrapped
2  Next line.
3  Line after that.

```

- **PyQt5.Qsci.QsciScintilla.WrapIndentSame**  
Indents the same as the first wrapped line. In the below example, the first line is indented by two whitespaces.

```

1  |Some long line that
   |will eventually be
   |wrapped
2  Next line.
3  Line after that.

```

- **PyQt5.Qsci.QsciScintilla.WrapIndentIndented**  
Indents the same as the first wrapped line **PLUS** one more indentation level. Indentation level is by the **setTabWidth** method.

```

1      Some long line that ↵
        will eventually ↵
        be wrapped
2      Next line.
3      Line after that.

```

## 3.2. End-Of-Line (EOL) options

These options effect the End-Of-Line settings like the End-Of-Line character and mode for the QScintilla editor. By default the line endings are invisible but can be made visible with the **setEolVisibility** method, described below.

### 3.2.1. End-Of-Line mode

Set with method: **setEolMode(eol\_mode)**

Queried with method: **eolMode()**

**indent\_mode** parameter options:

- **PyQt5.Qsci.QsciScintilla.EolWindows:** Carrige-Return + Line-Feed (\r\n)
- **PyQt5.Qsci.QsciScintilla.EolUnix:** Line-Feed (\n)
- **PyQt5.Qsci.QsciScintilla.EolMac:** Carrige-Return (\r)

### 3.2.2. End-Of-Line character/s visibility

This selects the visibility of the EOL character/s in the editor window. By default it is not visible.

Set with method: **setEolVisibility(visibility)**

Queried with method: **eolVisibility()**

**visibility** parameter options:

- **False:** The EOL character/s is/are **NOT** visible

```

1      No EOL character at the end.
2      New line.

```

- **True:** The EOL character/s is/are visible (marked in green in the image below)

```

1      This line shows the EOL character LF
2      New line.

```

### 3.3. Indentation options

These options select the indentation character, indentation size, ...

#### 3.3.1. Indentation character (tabs or spaces)

This selects whether the **indent/unindent** functions use either the **TAB** (`'\t'`) character or the **WHITESPACE** (`' '`) character.

Set with method: **setIndentationsUseTabs(use\_tabs)**

Queried with method: **indentationsUseTabs()**

**use\_tabs** parameter options:

- **False:** Indentation uses the whitespace characters
- **True:** Indentation uses the tab character

#### 3.3.2. Indentation size

Selects the number of space characters to indent by.

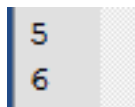
This means the number of space characters when indenting with WHITESPACES or the width of the TAB character in spaces when using TABS for indentation.

Set with method: **setTabWidth(indentation\_size)**

Queried with method: **tabWidth()**

**indentation\_size** parameter options:

- **A number greater than zero:** Number of space characters to indent by



```
5 Indented by 4 characters.  
6 Indented by 6 characters.
```

#### 3.3.3. Indentation guides

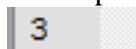
QScintilla can show vertical guiding lines at indentation columns as dotted lines. These guides are only visual guides, they do not effect the editor's text.

Set with method: **setIndentationGuides (indents)**

Queried with method: **indentationGuides ()**

- **False:** indentation guides not visible


Example:



```
3 Indentation guides not visible.
```

- **True:** indentation guides visible

Example:



```
3 Indentation guides visible.
```

### 3.3.4. Indentation *at spaces* options

This one is a little confusing to explain without pictures. When indenting at a place in a line where there are ONLY whitespaces/tabs, if this option is set to **True**, then QScintilla indents and aligns the next NON-whitespace/tab character and the rest of the line to the indentation level and moves the cursor to the NON-whitespace/tab character.

But if set to **False**, then QScintilla just inserts an indentation, whether whitespaces or tabs. This sounds confusing, but take a look at the examples shown in the images below.

Set with method: **setTabIndents(indents)**

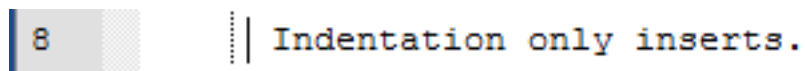
Queried with method: **tabIndents()**

**indents** parameter options:

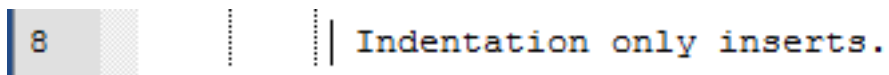
- **False:** Indentation simply inserts an indentation (whitespaces/tab) if indenting in a place in a line where there are only whitespaces to each side of the cursor.

Example:

Before indentation

A screenshot of a text editor interface. A vertical blue cursor bar is positioned at the beginning of a line. To the right of the cursor, the text "Indentation only inserts." is displayed in a monospaced font. The text is color-coded: "Indentation" is blue, "only" is red, "inserts" is green, and "." is black.

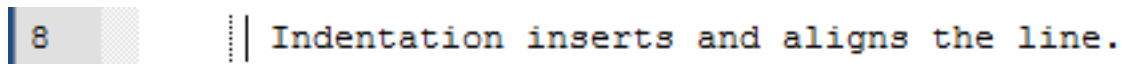
After indentation (after pressing the **TAB** key). An indentation (whitespaces/tab) is inserted and the cursor moved the width of the indentation forward.

A screenshot of a text editor interface. A vertical blue cursor bar is positioned at the start of a line. To the right of the cursor, the text "Indentation only inserts." is displayed. The text is color-coded: "Indentation" is blue, "only" is red, "inserts" is green, and "." is black. The cursor has moved to the right, aligned with the start of the text.

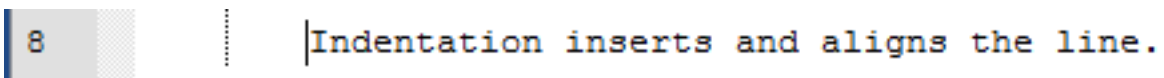
- **True:** Indentation indents and aligns the next non-whitespace/tab character to that indentation level and also moves the cursor to that indentation level.

Example:

Before indentation

A screenshot of a text editor interface. A vertical blue cursor bar is positioned at the beginning of a line. To the right of the cursor, the text "Indentation inserts and aligns the line." is displayed in a monospaced font. The text is color-coded: "Indentation" is blue, "inserts" is red, "and" is green, "aligns" is blue, "the" is red, "line." is green.

After indentation (after pressing the **TAB** key). The next non-whitespace/tab character is aligned to the indentation and the cursor has aligned to the same indentation level.

A screenshot of a text editor interface. A vertical blue cursor bar is positioned at the start of a line. To the right of the cursor, the text "Indentation inserts and aligns the line." is displayed. The text is color-coded: "Indentation" is blue, "inserts" is red, "and" is green, "aligns" is blue, "the" is red, "line." is green. The cursor has moved to the right, aligned with the start of the text.

### 3.3.5. Automatic indentation

When set to **True**, automatic indentation moves the cursor to the same indentation as the previous line when adding a new line by either pressing **Enter** or **Return**. But when set to **False**, the cursor will always move to the start of the new line.

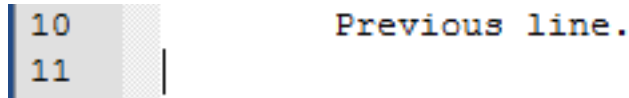
**NOTE:** A lexer can modify this behaviour with its **setAutoIndentStyle** method!

Set with method: **setAutoIndent(autoindent\_on)**

Queried with method: **autoIndent()**

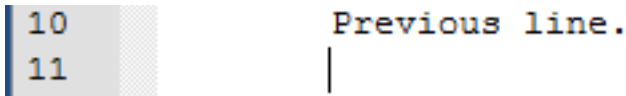
**autoindent\_on** parameter options:

- **False:** The cursor moves to the start of the line when creating a new line.



10 Previous line.  
11 |

- **True:** The cursor moves to the same indentation as the previous line.



10 Previous line.  
11 |

### 3.4. Caret options (cursor representation)

These option set the way the cursor symbol looks and behaves.

#### 3.4.1. Caret foreground color

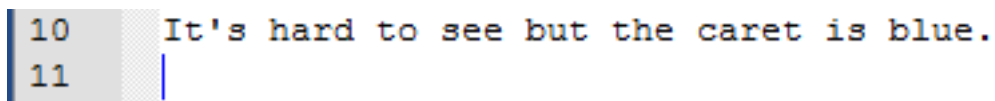
This option sets the color of the cursor.

Set with method: **setCaretForegroundColor(fg\_color)**

Queried with method: **Not available directly**

**fg\_color** parameter options:

- **PyQt5.QtGui.QColor:** To set the caret color to for example blue, use `PyQt5.QtGui.Qcolor("#ff0000ff")`.



10 It's hard to see but the caret is blue.  
11 |

#### 3.4.2. Caret line visibility

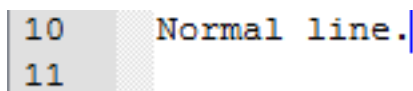
This option enables or disables the coloring of the line that the cursor is on.

Set with method: **setCaretLineVisible(visibility)**

Queried with method: **Not available directly**

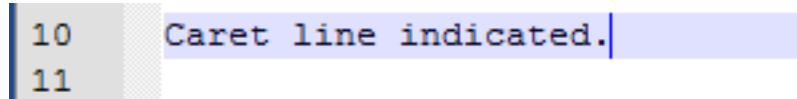
**visibility** parameter options:

- **False:** The line the cursor is on is not colored.



10 Normal line.  
11 |

- **True:** The line the cursor is on is indicated with the caret background color.



10 Caret line indicated.  
11

### 3.4.3. Caret line background color

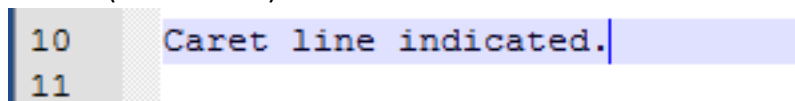
This option sets the background color of the line that the cursor is on. The caret line visibility option has to be set to **True** for this option to be visible!

Set with method: **setCaretLineBackgroundColor(bg\_color)**

Queried with method: **Not available directly**

**bg\_color** parameter options:

- **PyQt5.QtGui.QColor:** To set the caret color to for example light blue, use `PyQt5.QtGui.QColor("#1f0000ff")`.



10 Caret line indicated.  
11

### 3.4.3. Caret width

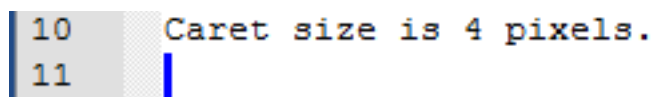
This option sets the caret width in pixels. **0 makes the caret invisible!**

Set with method: **setCaretWidth(size)**

Queried with method: **Not available directly**

**size** parameter options:

- **Integer:** Size of the caret in pixels.



10 Caret size is 4 pixels.  
11

## 3.5. Autocompletion – Basic

Autocompletion is the functionality of the QScintilla editor to show suggestions for words from an autocompletion source while you are typing characters into the editor. The autocompletion source is selectable. The suggestions are shown in Autocompletion windows, which are described in 1.5.4. Autocompletion windows.

These are the basic options that do not need a lexer to be set for the editor and no **API's** loaded (lexer/API autocompletion options will be explained in the **Advanced** chapter).

### 3.5.1. Autocompletion case sensitivity

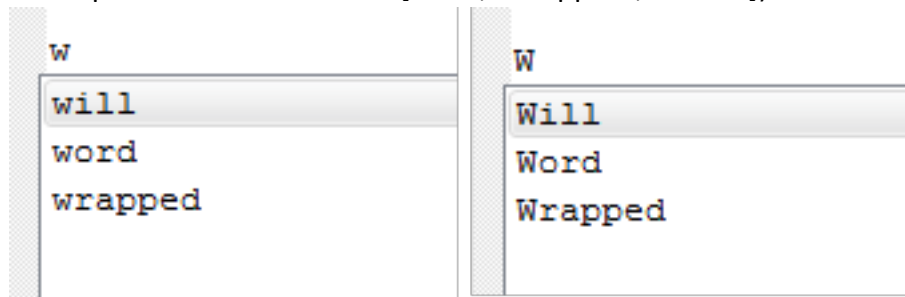
Set with method: **setAutoCompletionCaseSensitivity(case\_sensitivity)**

Queried with method: **autoCompletionCaseSensitivity()**

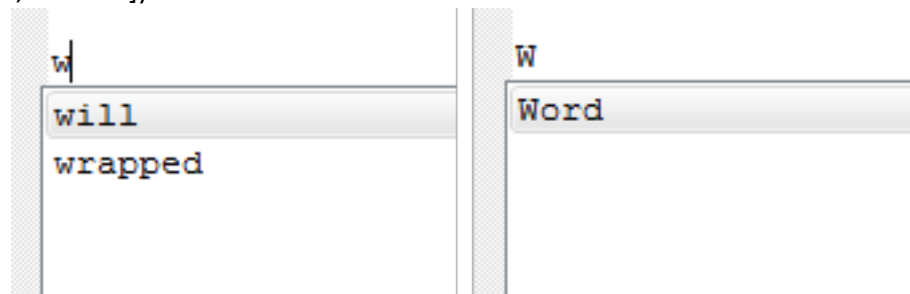
**case\_sensitivity** parameter options:



- **False:** Autocompletion is case **IN**-sensitive. This means that the letters in the word you are typing do not have to match the case of the words in the autocompletion source. Example (the autocompletion source contains ["will", "wrapped", "Word"]):



- **True:** Autocompletion is case sensitive. If you type a word that is in the autocompletion sources but does not match the case of the autocompletion source word, the word will not appear in the suggestion window. Example (the autocompletion source contains ["will", "wrapped", "Word"]):



## 3.6. Margins

Margins are the sidebars on the right of every QScintilla editor. They are shown in the image in chapter 1.5.2. Margin area.

If margins are not visible, which is the default, means that every margin has a width of **0**.

By default margin 0 (the leftmost margin) is the line number margin, margin 1 is used to display non-folding (custom) symbols and margin 2 displays the folding symbols. But you can customize the order of the margins as you wish.

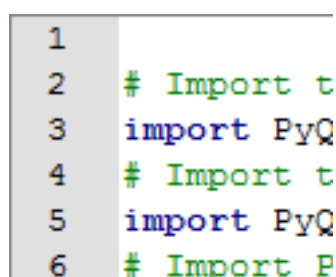
You can have up to 5 margins: 0, 1, 2, 3 and 4.

Margins have customizable type, width, background and foreground color, font type, sensitivity to mouse clicks, ...

### 3.6.1. Margin types

- **Line number margin**

The line number margin (by default margin **0**) is the margin that displays the line numbers. The line margin does not resize automatically when lines are added to the

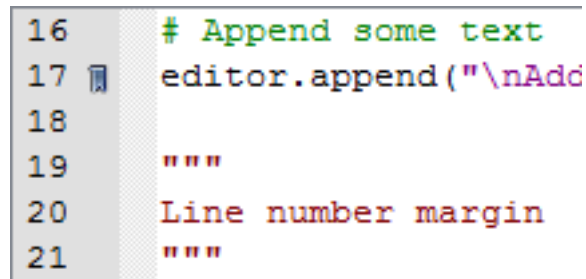


document, so you have to resize it manually with the **setMarginWidth** function. An example is shown in the image below:

- **Symbol margin**

The symbol margin (by default margin 1) can be used for displaying custom symbols (images) on each line of the margin.

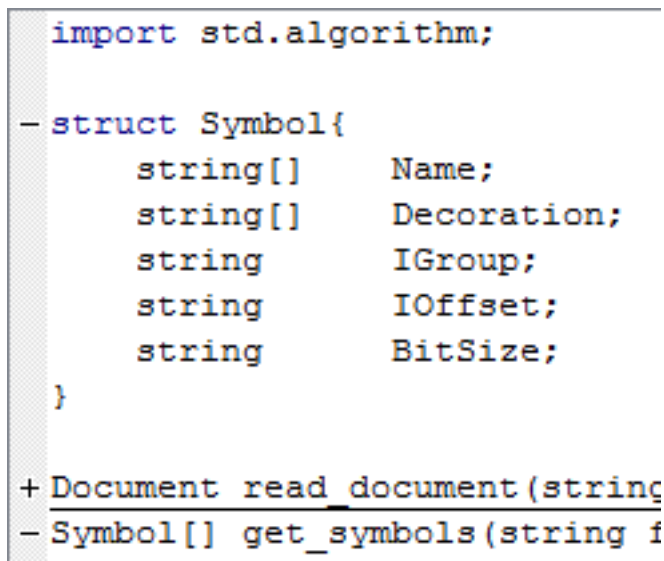
Symbol margins have **marker masks**, which are used to filter which symbols can be shown on which line of the margin. Each symbol is bound to a **marker** which can be added to a margin. Think of markers as a wrapper around a symbol which you can add to a line number, then the margins determine if the marker can be shown on it using their marker masks. Markers will be explained in more detail in the next chapter. In the image below is an example of a bookmark symbol on margin 1 in my Ex.Co. editor:



```
16      # Append some text
17  📌 editor.append("\nAdd
18
19      """
20      Line number margin
21      """
```

- **Folding margin**

The folding margin (by default margin 2) displays the folding symbols that are used for folding and unfolding lines that have been styled for folding. In the image below you can see the + and - symbols which are used to fold and unfold lines:



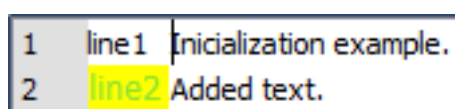
```
import std.algorithm;

- struct Symbol{
    string[]    Name;
    string[]    Decoration;
    string      IGroup;
    string      IOffset;
    string      BitSize;
}

+ Document read_document(string
- Symbol[] get_symbols(string f
```

- **Text margin**

This margin is used for displaying text in the margin lines. The text style (size and



```
1  line1 Initialization example.
2  line2 Added text.
```

family), font and paper color are selectable. In the image below is an example of a text margin with the first line set to the default text and styled green text on a yellow background on the second line:

### 3.6.2. Choosing a margin's type

Set with method: **setMarginType(margin\_number, margin\_type)**

Queried with method: **marginType()**

**margin\_number** parameter options:

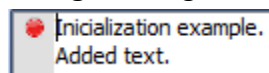
- **Integer:** Number of the margin

**margin\_type** parameter options:

- **PyQt5.Qsci.QsciScintilla.NumberMargin:** Margin for displaying line numbers

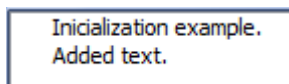


- **PyQt5.Qsci.QsciScintilla.SymbolMargin:** Margin for displaying custom symbols (images)



- **PyQt5.Qsci.QsciScintilla.SymbolMarginDefaultBackgroundColor:** Margin for displaying custom symbols (images) with the background color set to what the default paper color of the editor is. Below is an example of an white editor paper color and a white margin.

**NOTE:** This margin is **NOT** affected by the **setMarginsBackgroundColor** and

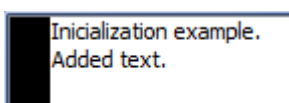


**setMarginsForegroundColor!**

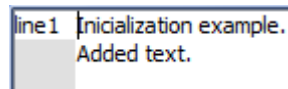
- **PyQt5.Qsci.QsciScintilla.SymbolMarginDefaultForegroundColor:** Margin for displaying custom symbols (images) with the background color set to what the default font color of the editor is. Below is an example of an editor with black font color and a black margin.

**NOTE:** This margin is **NOT** affected by the **setMarginsBackgroundColor** and

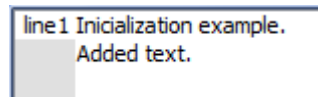
**setMarginsForegroundColor!**



- **PyQt5.Qsci.QsciScintilla.TextMargin:** Margin for displaying text. The text can be styled, by default it is the same as the editor's default font and paper color.



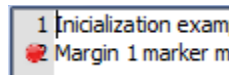
- **PyQt5.Qsci.QsciScintilla.TextMarginRightJustified:** Margin for displaying text. Same as the standard text margin with the text justified to the right.



- **PyQt5.Qsci.QsciScintilla.SymbolMarginColor (NOT AVAILABLE PRE VERSION 2.10):** Margin for displaying symbols, but its background color is set with **setMarginBackgroundColor**.

### 3.6.2.1. Special line numbers method

This is a special method which can set the visibility of line numbers on a margin, even if the margin is not the **PyQt5.Qsci.QsciScintilla.NumberMargin** type. This can either overwrite or combine the contents of the margin. An example of a symbol margin with line numbers visible and overlapping is shown below:



Set with method: **setMarginLineNumbers(margin\_number, line\_numbers\_visible)**

Queried with method: **marginLineNumbers (margin\_number)**

**margin\_number** parameter options:

- **Integer:** Selected margin

**line\_numbers\_visible** parameter options:

- **True:** Line numbers visible
- **False:** Line numbers hidden

### 3.6.3. Set the number of margins (NOT AVAILABLE PRE VERSION 2.10)

Set with method: **setMargins(number\_of\_margins)**

Queried with method: **margins()**

**number\_of\_margins** parameter options:

- **Integer:** Number of used margins

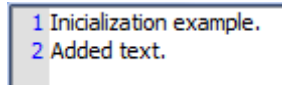
### 3.6.4. Margin foreground color

By default the foreground (text) color of every margin is black.

Set with method: **setMarginsForegroundColor(color)** (ON QScintilla PRE VERSION 2.10 IT'S *setMarginForegroundColor*)

**color** parameter options:

- **PyQt5.QtGui.QColor**: To change the margin foreground (text) color to blue for example, set it to `PyQt5.QtGui.QColor("#0000ffff")`



1 Initialization example.  
2 Added text.

### 3.6.5. Margin background color

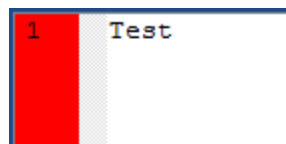
By default the background color of every margin (except for the `SymbolMarginDefaultForegroundColor` and `SymbolMarginDefaultBackgroundColor`) is grey.

Set with method: **setMarginsBackgroundColor(color)** (ON QScintilla PRE VERSION 2.10 IT'S *setMarginBackgroundColor*)

Queried with method: **marginBackgroundColor** (DOESN'T SEEM TO WORK IN QScintilla PRE VERSION 2.10)

**color** parameter options:

- **PyQt5.QtGui.QColor**: To change the margin background color to red for example, set it to `PyQt5.QtGui.QColor("#ff0000ff")`



1 Test

### 3.6.6. Margin width

Set with method:

- **setMarginWidth(margin\_number, int\_width)**
- **setMarginWidth(margin\_number, width\_string)**

Queried with method: **marginType(margin\_number)**

**margin\_number** parameter options:

- **Integer**: Selected margin

**int\_width** parameter options:

- **Integer**: Width of the margin in pixels.

**width\_string** parameter options:

- **String:** A string (for example "0000") which will be used to automatically calculate the needed margin width based on the margin's font's style.

### 3.6.6. Margin sensitivity to mouse clicks

This option enables or disables mouse click emitting the *marginClicked()* signal (see PyQt documentation on signals for more details).

Set with method: **setMarginSensitivity(margin\_number, sensitivity)**

Queried with method: **marginSensitivity(margin\_number)**

**margin\_number** parameter options:

- **Integer:** Selected margin

**sensitivity** parameter options:

- **True:** Enables the emitting of the *marginClicked()* and *marginRightClicked()* signal
- **False:** Disables the emitting of the *marginClicked()* and *marginRightClicked()* signal

Here is an example of how to connect to the margin click signal. To connect to the *marginClicked()* signal use:

```
def margin_click(margin, line, state):
    # margin parameter = Integer (margin_number)
    # line parameter = Integer (line_number)
    # state parameter = Qt.KeyboardModifiers (OR-ed together)
    print("Margin {} clicked at line {}".format(margin, line))

editor.marginClicked.connect(margin_click)
```

To connect to the *marginRightClicked()* signal it is completely the same, except the signal name to:

```
editor.marginRightClicked.connect(margin_click)
```

### 3.6.7. Margin marker mask

A margin's marker mask is 32-bit integer number of which every bit represents the **shown/hidden** state of the marker (marker = symbol that can be displayed on the margin) on that margin. If a bit is **0** the marker is hidden and if it is **1** it is shown. Examples:

All markers enabled: 0b11111111111111111111111111111111

Marker 0 and 3 disabled: 0b111111111111111111111111111110110

Set with method: **setMarginMarkerMask(margin\_number, mask)**

Queried with method: **marginMarkerMask(margin\_number)**

**margin\_number** parameter options:

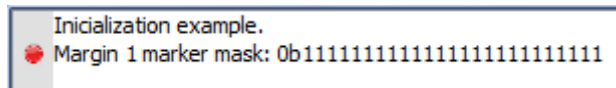
- **Integer:** Selected margin

**mask** parameter options:

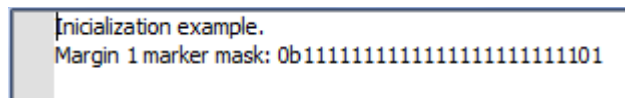
- **Integer:** A 32-bit integer that will be used as the mask

**Example:**

The below image has one margin (margin number **0**) with marker number **1** added to it and the marker mask **0b11111111111111111111111111111111**:



Now we change the margin's marker mask to **0b111111111111111111111111111101** and the marker will be hidden:



### 3.6.8 Markers

Markers are a wrapper around the symbols (images) that you wish to display in a margin. In short, you put an image into a marker and add it to one or more margin's line.

Markers can have custom images or you can choose from a number of built-in symbols.

You can have a total of 32 markers, which is the total number of bits in a marker mask of every margin, **but you can assign the same marker multiple times to multiple lines.**

#### 3.6.8.1 Defining a marker

There are four ways to define (create) a marker. You can use a built-in symbol, a single ASCII character, a QPixmap or QImage.




























Defined with methods:

- **markerDefine(builtin\_symbol, marker\_number)**  
**builtin\_symbol** parameter options:
  - **PyQt5.Qsci.QsciScintilla.MarginSymbol:** Built-in symbols, which can be the following
    - PyQt5.Qsci.QsciScintilla.Circle
    - PyQt5.Qsci.QsciScintilla.Rectangle
    - PyQt5.Qsci.QsciScintilla.RightTriangle
    - PyQt5.Qsci.QsciScintilla.SmallRectangle
    - PyQt5.Qsci.QsciScintilla.RightArrow
    - PyQt5.Qsci.QsciScintilla.Invisible
    - PyQt5.Qsci.QsciScintilla.DownTriangle

- PyQt5.Qsci.QsciScintilla.Minus
- PyQt5.Qsci.QsciScintilla.Plus
- PyQt5.Qsci.QsciScintilla.VerticalLine
- PyQt5.Qsci.QsciScintilla.BottomLeftCorner
- PyQt5.Qsci.QsciScintilla.LeftSideSplitter
- PyQt5.Qsci.QsciScintilla.BoxedPlus
- PyQt5.Qsci.QsciScintilla.BoxedPlusConnected
- PyQt5.Qsci.QsciScintilla.BoxedMinus
- PyQt5.Qsci.QsciScintilla.BoxedMinusConnected
- PyQt5.Qsci.QsciScintilla.RoundedBottomLeftCorner
- PyQt5.Qsci.QsciScintilla.LeftSideRoundedSplitter
- PyQt5.Qsci.QsciScintilla.CircledPlus
- PyQt5.Qsci.QsciScintilla.CircledPlusConnected
- PyQt5.Qsci.QsciScintilla.CircledMinus
- PyQt5.Qsci.QsciScintilla.CircledMinusConnected
- PyQt5.Qsci.QsciScintilla.Background
- PyQt5.Qsci.QsciScintilla.ThreeDots
- PyQt5.Qsci.QsciScintilla.ThreeRightArrows
- PyQt5.Qsci.QsciScintilla.FullRectangle
- PyQt5.Qsci.QsciScintilla.LeftRectangle
- PyQt5.Qsci.QsciScintilla.Underline
- PyQt5.Qsci.QsciScintilla.Bookmark

Below is the image from the official Scintilla documentation displaying all the available built-in markers (as can be seen, the names of the markers differ from the QScintilla names):

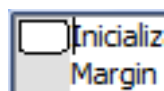


	SC_MARK_CIRCLE,
	SC_MARK_ROUNDRECT,
	SC_MARK_SMALLRECT,
	SC_MARK_SHORTARROW,
	SC_MARK_BOOKMARK,
	SC_MARK_FULLRECT,
	SC_MARK_LEFTRECT,
	SC_MARK_BACKGROUND,
	SC_MARK_UNDERLINE,
...	SC_MARK_DOTDOTDOT,
	SC_MARK_ARROWS,
	SC_MARK_ARROW,
	SC_MARK_ARROWDOWN,
	SC_MARK_PLUS,
	SC_MARK_MINUS,
	SC_MARK_BOXPLUS,
	SC_MARK_BOXPLUSCONNECTED,
	SC_MARK_BOXMINUS,
	SC_MARK_BOXMINUSCONNECTED,
	SC_MARK_CIRCLEPLUS,
	SC_MARK_CIRCLEPLUSCONNECTED,
	SC_MARK_CIRCLEMINUS,
	SC_MARK_CIRCLEMINUSCONNECTED,
	SC_MARK_VLINE,
	SC_MARK_LCORNER,
	SC_MARK_TCORNER,
	SC_MARK_LCORNERCURVE,
	SC_MARK_TCORNERCURVE

**marker\_number** parameter options:

- **Integer:** The number of the marker, which can be 0 – 31. **If this value is set to -1, then the first free marker will be used. If the marker number is invalid the method will return -1.**

Below is an image showing a marker **PyQt5.Qsci.QsciScintilla.Rectangle** marker:



- **markerDefine(ascii\_character, marker\_number)**

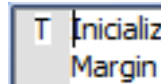
**ascii\_character** parameter options:

- **Char:** a – Z ASCII character

**marker\_number** parameter options:

**Integer:** The number of the marker, which can be 0 – 31. **If this value is set to -1, then the first free marker will be used. If the marker number is invalid the method will return -1.**

Below is an image of a character marker "T":



- **markerDefine(qpixmap\_image, marker\_number)**

**qpixmap\_image** parameter options:

- **PyQt5.QtGui.QPixmap**: A custom QPixmap image

**marker\_number** parameter options:

**Integer**: The number of the marker, which can be 0 – 31. **If this value is set to -1, then the first free marker will be used. If the marker number is invalid the method will return -1.**

- **markerDefine(qimage\_image, marker\_number)**

**qpixmap\_image** parameter options:

- **PyQt5.QtGui.QImage**: A custom QImage image

**marker\_number** parameter options:

**Integer**: The number of the marker, which can be 0 – 31. **If this value is set to -1, then the first free marker will be used. If the marker number is invalid the method will return -1.**

**Return value:**

- **Integer**: The marker number. **If the marker number is invalid the method will return -1.**

### ***3.6.8.2 Adding a marker to margins***

Remember that markers are added to **ALL** margins on the specified lines, margin marker masks determine if the marker is visible on a specific margin.

Added with method: **markerAdd(line\_number, marker\_number)**

**line\_number** parameter options:

- **Integer**: Line number which the marker will be added to

**marker\_number** parameter options:

- **Integer**: The number of the marker, which can be 0 – 31. **If the marker number is invalid the method will return -1.**

**Return value:**

- **Integer:** A handle that is used to track the marker's position. If you assign the same marker to multiple lines, this method will return multiple handles so you can modify each one separately.

### ***3.6.8.3 Deleting a marker from margins***

Like adding a marker to a line, deleting also deletes the marker from **ALL** margins.

Deleted with method: **markerDelete(line\_number, marker\_number)**

**line\_number** parameter options:

- **Integer:** Line number on which the marker will be deleted. **If this parameter is -1, then all markers will be deleted from this line.**

**marker\_number** parameter options:

- **Integer:** The number of the marker, which can be 0 – 31. **If the marker number is invalid the method will return -1.**

### ***3.6.8.4 Deleting a marker by it's handle***

Same as the above method **markerDelete**, but this method takes the marker handle as the parameter and deletes the marker from the line that it was added to.

Deleted with method: **markerDeleteHandle(marker\_handle)**

**marker\_handle** parameter options:

- **Integer:** Marker handle of the marker that will be deleted.

### ***3.6.8.5 Deleting all markers***

Deleted with method: **markerDeleteAll(marker\_number)**

**marker\_number** parameter options:

- **Integer:** The number of the marker, which can be 0 – 31. **If the marker number is invalid the method will return -1.**

### ***3.6.8.6 Get all markers on a line***

Returns a integer that represents a 32 bit mask of the markers defined on a line.

Querried with method: **markersAtLine (line\_number)**

**line\_number** parameter options:

- **Integer:** The line number that you wish to query

Example:

If there are no markers on the line, the method returns 0b0.

But if there is marker 2 on that line, the method return 0b10.

### ***3.6.8.7 Get line number that a marker is on by the markers handle***

This method returns the line number that the marker was added to using the markers handle.

Querried with method: **markerLine(marker\_handle)**

**marker\_handle** parameter options:

- **Integer:** Marker handle of the marker that will be deleted.

**Return value:**

- **Integer:** The line number that the marker is on or **-1** if the marker is not present on any line.

### ***3.6.8.7 Find markers***

You can search for markers forwards and backwards using a marker mask with these methods.

Search forward with method: **markerFindNext(starting\_line\_number, marker\_mask)**

**starting\_line\_number** parameter options:

- **Integer:** Starting line number from which the next marker will be searched for.

**marker\_mask** parameter options:

- **Integer:** A 32 bit mask with the bits that represent the markers to search for set to **1**.  
Example: To search for markers 1 and 3, set the mask to: 0b1010 (the upper part of the mask are all **0**'s)

Search backwards with method: **markerFindPrevious(starting\_line\_number, marker\_mask)**

**starting\_line\_number** parameter options:

- **Integer:** Starting line number from which the next marker will be searched for.

**marker\_mask** parameter options:

- **Integer:** A 32 bit mask with the bits that represent the markers to search for set to **1**.  
Example: To search for markers 1 and 3, set the mask to: 0b1010 (the upper part of the mask are all **0**'s)

## 3.7. Hotspots (clickable text)

Hotspots are a feature of QScintilla text styling that make parts of the editor's text clickable with the mouse. This can be used for a multitude of options, like *jump-to-declaration* functionality.

Below is an example of a hotspot:

```
94     def style_hotspot(self, index_from, length, color=0xff0000):
95         """Style the text from/to with a hotspot"""asdfasdf
96         #Use the scintilla low level messaging system to set the hotspot
97         style_number = 2
98         self.SendScintilla(QsciScintillaBase.SCI_STYLESETHOTSPOT, style_number, True)
99         self.SendScintilla(QsciScintillaBase.SCI_SETHOTSPOTACTIVEFORE, True, color)
100        self.SendScintilla(QsciScintillaBase.SCI_SETHOTSPOTACTIVEUNDERLINE, True)
101        self.SendScintilla(QsciScintillaBase.SCI_STARTSTYLING, index_from, style_number)
102        self.SendScintilla(QsciScintillaBase.SCI_SETSTYLING, length, style_number)
---
```

Hotspots are an attribute of the **PyQt5.Qsci.QsciStyle** object, but usually you will just want to set a specific style to be a hotspot style, meaning every time a lexer styles a piece of text with a certain style, it will be a hotspot. This is done by sending a message to a editor using the **SendScintilla** method using the **PyQt5.Qsci.QsciScintillaBase.SCI\_STYLESETHOTSPOT** message parameter, which will be shown in the examples. It is possible to style hotspots manually using the **SendScintilla** method, **BUT THE EDITOR MUST NOT HAVE A LEXER SET**, otherwise the lexer will overwrite what you manually styled. You can quickly realize if this is the case, when you are trying to create a hotspot manually and the hotspot does not work, which usually means that the lexers is overwriting your manual hotspot styling (or your code is not correct).

A hotspot becomes visible when you hover the mouse over it and you can choose the hotspots foreground color, background colors and underlining when the mouse is over it.

### 3.7.1. Hotspot foreground color

This setting changes the **active** (when the mouse is over the hotspot) foreground color of all hotspots.

Set with method: **setHotspotForegroundColor(color)**

Reset with method (resets to the default style color): **resetHotspotForegroundColor()**

**color** parameter options:

- **PyQt5.QtGui.QColor**: To change the **active** hotspot foreground color to yellow for example, set it to `PyQt5.QtGui.QColor("#ffff00")`

```
HOTSPOT, style_number, True)
OTACTIVEFORE, True, color
OTACTIVEUNDERLINE, True)
LING, index_from, style_number)
NG, length, style_number)
```

### 3.7.2. Hotspot background color

This setting changes the **active** (when the mouse is over the hotspot) background color of all hotspots. **THIS DOESN'T SEEM TO BE WORKING ON QSCINTILLA 2.9.2 AND BELOW! USE THE SendScintilla METHOD WITH THE SCI\_SETHOTSPOTACTIVEBACK PARAMETER IN THIS CASE.**

Set with method: **setHotspotBackgroundColor(color)**

Reset with method (resets to the default style color): **resetHotspotBackgroundColor()**

**color** parameter options:

- **PyQt5.QtGui.QColor:** To change the **active** hotspot background color to turquoise for example, set it to `PyQt5.QtGui.QColor("#ffff00")`.

```
[HOTSPOT, style_number, True)
POTACTIVEFORE, True, color
POTACTIVEUNDERLINE, True)
YLING, index_from, style_number)
ING, length, style_number)
```

### 3.7.3. Hotspot underlining

This setting selects the visibility of underlining on an **active** (when the mouse is over the hotspot) hotspot.

Set with method: **setHotspotUnderline(underlined)**

**underlined** parameter options:

- **True (default value):** The underline is visible.

```
[HOTSPOT, style_number, True)
POTACTIVEFORE, True, color
POTACTIVEUNDERLINE, True)
YLING, index_from, style_number)
ING, length, style_number)
```

- **False :** The underline is not visible.

```
[HOTSPOT, style_number, True)
POTACTIVEFORE, True, color
POTACTIVEUNDERLINE, True)
YLING, index_from, style_number)
ING, length, style_number)
```

### 3.7.4. Hotspot wrapping

This setting selects if an active hotspot wraps to a new line or not. **I DON'T KNOW WHAT THIS DOES! I TRIED BOTH OPTIONS AND IT DOES NOT SEEM TO EFFECT ANY HOTSPOT! IF ANYONE FIGURES OUT WHAT THIS DOES, PLEASE LET ME KNOW!**

Set with method: **setHotspotWrap(wrapping)**

**underlined** parameter options:

- **True (default value):** Wrapping enabled.
- **False:** Wrapping disabled.

### 3.7.5. Connecting to the hotspot click signal

To connect to the event when a hotspot is click to actually respond to the click, you need to connect to the **SCN\_HOTSPOTCLICK**, **SCN\_HOTSPOTDOUBLECLICK** or **SCN\_HOTSPOTRELEASECLICK** signal. All three signals have the same signature. For example:

```
1. # Connecting to a hotspot signal example
2. def hotspot_click(position, modifiers):
3.     print("Hotspot click at position: ", str(position))
4. editor.SCN_HOTSPOTCLICK.connect(hotspot_click)
```

This will connect the hotspot signal **SCN\_HOTSPOTCLICK** (single mouse click) to the **hotspot\_click** function. Now when a hotspot is clicked, it will print the character position where the editor was clicked.

Hotspot signal function signature description (same for all three signals):

```
def hotspot_click(position, modifiers)
```

- first parameter: **position (Integer)**

The position in the editor where the click signal was emitted. It is the absolute character position in the editor's document. To get the line number and column position of from the absolute position use the editor's **lineIndexFromPosition** method.

Example:

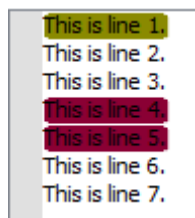
```
# position is obtained from the function parameter
line_number = None
column_position = None
editor.lineIndexFromPosition(
    position, line_number, column_position
)
print(line_number)
print(column_position)
# The line_number and column_position variables have
# been filled with the values
```

- second value: **modifiers (Integer)**  
Keyboard modifiers logically **OR**-ed together that were pressed when the hotspot was clicked.

### 3.8. Indicators

Indicators are text decorators that can accept mouse clicks and mouse releases, similar to hotspots, but have many more styling and property options.

Below is an example of a RoundBox indicator (the greenish one show the indicator when there is a mouse cursor over it, and the two red ones show the indicator, when there is no mouse cursor over the indicator):



There are many indicator styles that can be selected, here is the list:

```
INDIC_PLAIN
INDIC_SQUIGGLE
INDIC_TT
INDIC_DIAGONAL
INDIC_STRIKE
INDIC_HIDDEN
INDIC_BOX
INDIC_ROUNDBOX
INDIC_STRAIGHTBOX
INDIC_FULLBOX
INDIC_DASH
INDIC_DOTS
INDIC_SQUIGGLELOW
INDIC_DOTBOX
INDIC_SQUIGGLEPIXMAP
INDIC_COMPOSITIONTHICK
INDIC_COMPOSITIONTHIN
INDIC_TEXTFORE
INDIC_POINT
INDIC_POINTCHARACTER
```

**THERE CAN BE A MAXIMUM OF 32 INDICATORS DEFINED FOR A SINGLE QSCINTILLA EDITOR WIDGET!**

The signals that can be connected are **indicatorClicked(line, index, keys)** and **indicatorReleased(line, index, keys)**.

A detailed example of how indicators work is in the example directory called indicators.py, and in chapter X.8. Indicators of this document.



### 3.8.1. Defining an indicator

An indicator is defined using the **indicatorDefine** function of an QScintilla editor.

Defined with method: **indicatorDefine(indicator\_type, indicator\_number)**

**indicator\_type** parameter options:

- **Integer:** This selects the indicator's type. You can choose one of the indicator type enumerations from the list below:
  - PyQt5.Qsci.QsciScintilla.PlainIndicator
  - PyQt5.Qsci.QsciScintilla.SquiggleIndicator
  - PyQt5.Qsci.QsciScintilla.TTIndicator
  - PyQt5.Qsci.QsciScintilla.DiagonalIndicator
  - PyQt5.Qsci.QsciScintilla.StrikeIndicator
  - PyQt5.Qsci.QsciScintilla.HiddenIndicator
  - PyQt5.Qsci.QsciScintilla.BoxIndicator
  - PyQt5.Qsci.QsciScintilla.RoundBoxIndicator
  - PyQt5.Qsci.QsciScintilla.StraightBoxIndicator
  - PyQt5.Qsci.QsciScintilla.FullBoxIndicator
  - PyQt5.Qsci.QsciScintilla.DashesIndicator
  - PyQt5.Qsci.QsciScintilla.DotsIndicator
  - PyQt5.Qsci.QsciScintilla.SquiggleLowIndicator
  - PyQt5.Qsci.QsciScintilla.DotBoxIndicator
  - PyQt5.Qsci.QsciScintilla.SquigglePixmapIndicator
  - PyQt5.Qsci.QsciScintilla.ThickCompositionIndicator
  - PyQt5.Qsci.QsciScintilla.ThinCompositionIndicator
  - PyQt5.Qsci.QsciScintilla.TextColorIndicator
  - PyQt5.Qsci.QsciScintilla.TriangleIndicator
  - PyQt5.Qsci.QsciScintilla.TriangleCharacterIndicator

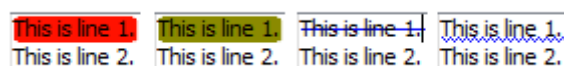
**indicator\_number** parameter options:

- **Integer:** This selects the indicator's number. This number is used in most other high level API functions, like: setIndicatorForegroundColor, fillIndicatorRange, ...

### 3.8.2. Selecting an indicator's foreground color

This function selects the indicator's foreground color, which is the color that is displayed when there is no mouse cursor over the indicator. **This function behaves differently for each type of indicator that is chosen, when the indicator is defined.**

Below is an example of different foreground colors with different indicator types:



Set with method: **setIndicatorForegroundColor (indicator\_color, indicator\_number)**

**indicator\_color** parameter options:

- **PyQt5.QtGui.QColor**: This selects the indicator's foreground color.

**indicator\_number** parameter options:

- **Integer**: This selects the indicator's number that the foreground color will be set for.

### 3.8.3. Selecting an indicator's hover foreground color (when the mouse cursor is over the indicator)

This function selects the indicator's hover foreground color, which is the color that is displayed when there is a mouse cursor over the indicator. **This function behaves differently for each type of indicator that is chosen with the `setIndicatorHoverStyle` function.**

Set with method: **setIndicatorHoverForegroundColor (indicator\_color, indicator\_number)**

**indicator\_color** parameter options:

- **PyQt5.QtGui.QColor**: This selects the indicator's hover foreground color.

**indicator\_number** parameter options:

- **Integer**: This selects the indicator's number that the hover foreground color will be set for.

### 3.8.4. Selecting an indicator's hover style

This function selects the indicator's hover style, which is the indicator's style when a mouse cursor is over it. This can of course be different from the base indicator style.

Set with method: **setIndicatorHoverStyle(indicator\_type, indicator\_number)**

**indicator\_type** parameter options:

- **Integer**: This selects the indicator's hover type. You can choose one of the indicator type enumerations from the list below:
  - `PyQt5.Qsci.QsciScintilla.PlainIndicator`
  - `PyQt5.Qsci.QsciScintilla.SquiggleIndicator`
  - `PyQt5.Qsci.QsciScintilla.TTIndicator`
  - `PyQt5.Qsci.QsciScintilla.DiagonalIndicator`
  - `PyQt5.Qsci.QsciScintilla.StrikeIndicator`
  - `PyQt5.Qsci.QsciScintilla.HiddenIndicator`
  - `PyQt5.Qsci.QsciScintilla.BoxIndicator`
  - `PyQt5.Qsci.QsciScintilla.RoundBoxIndicator`
  - `PyQt5.Qsci.QsciScintilla.StraightBoxIndicator`
  - `PyQt5.Qsci.QsciScintilla.FullBoxIndicator`
  - `PyQt5.Qsci.QsciScintilla.DashesIndicator`
  - `PyQt5.Qsci.QsciScintilla.DotsIndicator`

- `PyQt5.Qsci.QsciScintilla.SquiggleLowIndicator`
- `PyQt5.Qsci.QsciScintilla.DotBoxIndicator`
- `PyQt5.Qsci.QsciScintilla.SquigglePixmapIndicator`
- `PyQt5.Qsci.QsciScintilla.ThickCompositionIndicator`
- `PyQt5.Qsci.QsciScintilla.ThinCompositionIndicator`
- `PyQt5.Qsci.QsciScintilla.TextColorIndicator`
- `PyQt5.Qsci.QsciScintilla.TriangleIndicator`
- `PyQt5.Qsci.QsciScintilla.TriangleCharacterIndicator`

**indicator\_number** parameter options:

- **Integer:** This selects the indicator's number that the hover style will be set for.

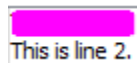
### 3.8.5. Selecting an indicator's draw under style

This function selects the whether the indicator is painter under the text or not.

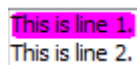
Set with method: **`setIndicatorDrawUnder(draw_under, indicator_number)`**

**draw\_under** parameter options:

- **False:** The text is under the indicator



- **True:** The text is over the indicator



**indicator\_number** parameter options:

- **Integer:** This selects the indicator's number that the draw under style will be set for.

### 3.8.6. Filling an indicator (drawing it over the text)

This function fills (draws) the selected indicator over the text.

Set with method: **`fillIndicatorRange(line_from, index_from, line_to, index_to, indicator_number)`**

**line\_from** parameter options:

- **Integer:** The line number that the indicator will be painted from.

**index\_from** parameter options:

- **Integer:** The index (column) that the indicator will be painted from.

**line\_to** parameter options:

- **Integer:** The line number that the indicator will be painted to.

**index\_to** parameter options:

- **Integer:** The index (column) that the indicator will be painted to.

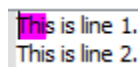
**indicator\_number** parameter options:

- **Integer:** This selects the indicator's number that will be filled (drawn) for the selected text range.

Example:

```
editor.fillIndicatorRange(  
    0, # line from  
    0, # column from  
    0, # line to  
    3, # column to  
    indicator_number  
)
```

Below is the image of what the filled indicator looks like:



### 3.8.7. Clearing an indicator

This function clears the indicator from a selected range. The function has the same signature as the **fillIndicatorRange** function.

Set with method: **clearIndicatorRange(line\_from, index\_from, line\_to, index\_to, indicator\_number)**

**line\_from** parameter options:

- **Integer:** The line number that the indicator will be cleared from.

**index\_from** parameter options:

- **Integer:** The index (column) that the indicator will be cleared from.

**line\_to** parameter options:

- **Integer:** The line number that the indicator will be cleared to.

**index\_to** parameter options:

- **Integer:** The index (column) that the indicator will be cleared to.

**indicator\_number** parameter options:

- **Integer:** This selects the indicator's number that will be cleared for the selected text range.

### 3.8.8. Connecting to the indicator mouse click and mouse release signals

To connect to the mouse click and mouse release signals of indicators to custom functions, use the **indicatorClicked(line, index, keys)** and **indicatorReleased(line, index, keys)** signals.

Click signal: **indicatorClicked(line, index, keys)**

**line** parameter options:

- **Integer:** The line on which the indicator was clicked.

**index** parameter options:

- **Integer:** The index (column) on which the indicator was clicked.

**keys** parameter options:

- **Integer:** The key modifiers (Ctrl, Alt, ...) that were active during the click. These can be or'ed together.

Release signal: **indicatorReleased(line, index, keys)**

**line** parameter options:

- **Integer:** The line on which the indicator was clicked.

**index** parameter options:

- **Integer:** The index (column) on which the indicator was clicked.

**keys** parameter options:

- **Integer:** The key modifiers (Ctrl, Alt, ...) that were active during the release. These can be or'ed together.

Example of connecting signals:

```
def indicator_click(line, index, keys):
    # Display the information
    print(
        "indicator clicked in line '{}', index '{}'.format(line, index)
    )

def indicator_released(line, index, keys):
    # Display the information
    print(
        "indicator released in line '{}', index '{}'.format(line, index)
    )

editor.indicatorClicked.connect(indicator_click)
editor.indicatorReleased.connect(indicator_released)
```

### 3.8.9. Adding a value to an indicator when clicked

Getting the line and column number from a indicator mouse click and release is useful, but indicators also have the ability to store an integer value that can be retrieved when an indicator is clicked. This requires the indicator to be filled using the low level API

**SendScintilla** function. Below is a detailed example (the code is from the example in chapter X.8. Indicators):

```

"""
Connect to the indicator signals for feedback when an indicator is clicked or
a mouse button is released over an indicator
"""
def indicator_click(line, index, keys):
    # Use the low level SendScintilla function to get the indicator's value
    position=editor.positionFromLineIndex(line, index)
    # The value can only be set using the low level API described at line 165
    # of this file. Otherwise the value will always be '1'.
    value=editor.SendScintilla(
        PyQt5.Qsci.QsciScintilla.SCI_INDICATORVALUEAT,
        indicator_number,
        position
    )
    # Display the information
    print("indicator clicked in line '{}', index '{}', value '{}".format(line, index, value))

def indicator_released(line, index, keys):
    # Use the low level SendScintilla function to get the indicator's value
    position=editor.positionFromLineIndex(line, index)
    # The value can only be set using the low level API described at line 165
    # of this file. Otherwise the value will always be '1'.
    value=editor.SendScintilla(
        PyQt5.Qsci.QsciScintilla.SCI_INDICATORVALUEAT,
        indicator_number,
        position
    )
    # Display the information
    print("indicator released in line '{}', index '{}', value '{}".format(line, index, value))

editor.indicatorClicked.connect(indicator_click)
editor.indicatorReleased.connect(indicator_released)

"""
To add a value to an indicator that can later be retrieved by the click or release signals,
it is necessary to use the low level API to fill the indicator using SendScintilla!
"""
# Select the indicator
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORCURRENT,
    indicator_number
)
# Give it a value.
# This can be used for determinig how to handle the clicked/released indicator signals.
value=123
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORVALUE,
    value
)
# Fill the indicator
fill_line=4 # This is the 5th line in the document, as the indexes in Python start at 0!
start_position=editor.positionFromLineIndex(fill_line, 0)
length=len(editor.text(fill_line))
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_INDICATORFILLRANGE,
    start_position,
    length
)

```

The thing to note is that you cannot use the **fillIndicatorRange** function, but instead have to use the **SendScintilla** function with the **SCI\_INDICATORFILLRANGE** message parameter. The difference is that the **SCI\_INDICATORFILLRANGE** message takes different arguments, a absolute starting position in the document at which to start filling the indicator, and how many characters to fill.

Note the **SendScintilla** function call with the **SCI\_SETINDICATORVALUE** message parameter. That sets the value of the indicator. This value is then extracted in the **indicator\_click** and **indicator\_release** functions using **SendScintilla** and the **SCI\_INDICATORVALUEAT** message parameter.

NOTE THAT YOU CAN SET DIFFERENT INDICATOR VALUES FOR THE SAME INDICATOR! Just before using the **SCI\_INDICATORFILLRANGE** message parameter to fill the range, change the value with the **SCI\_SETINDICATORVALUE** message parameter. Example:

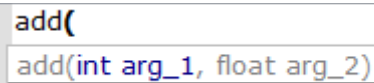
```
value = 123
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORVALUE,
    value
)
# Fill the indicator
fill_line = 4
start_position = editor.positionFromLineIndex(fill_line, 0)
length = len(editor.text(fill_line))
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_INDICATORFILLRANGE,
    start_position,
    length
)

value = 321
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORVALUE,
    value
)
# Fill the indicator
fill_line = 6
start_position = editor.positionFromLineIndex(fill_line, 0)
length = len(editor.text(fill_line))
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_INDICATORFILLRANGE,
    start_position,
    length
)
```

### 3.9. Call tips

Call tips are similar to autocompletions except that they show helper completions for **function arguments**. Call tips are displayed in a similar popup rectangle as autocompletions,

but the rectangle has multiple highlight colors to display which function argument you are currently in. Example (the call tip is the rectangle below the first line):



### 3.9.1. Setting up call tips

Like autocompletions, call tips are tied to a lexer's api attribute. So we need to use a lexer with a QScintilla editor in order to use call tips. The entire example can be found in chapter X.9. Call tips.

First we create a QScintilla editor and initialize the call tip properties. All of the options are explained in the comments:

```
# Create a QScintilla editor instance
editor = QsciScintilla()
"""
Setup the call tip options
"""
# Select the context at which the call tips are displayed.
# This selects when call tips are active, depending of the
# scope like a C++ namespace or Python module.
editor.setCallTipsStyle(QsciScintilla.CallTipsNoContext)
# Set the number of calltips that will be displayed at one time.
# 0 shows all applicable call tips.
editor.setCallTipsVisible(0)
# This selects the position at which the call tip rectangle will appear.
# If it is not possible to show the call tip rectangle at the selected
position
# because it would be displayed outside the bounds of the document, it
will be
# displayed where it is possible.
editor.setCallTipsPosition(QsciScintilla.CallTipsBelowText)
# Select the various highlight colors
# Background
editor.setCallTipsBackgroundColor(QColor(0xff, 0xff, 0xff, 0xff))
# Text
editor.setCallTipsForegroundColor(QColor(0x00, 0x50, 0x00, 0xff))
# Current argument text
editor.setCallTipsHighlightColor(QColor(0x00, 0x00, 0xff, 0xff))
```

Now comes the interesting part. We create a lexer and it's api:

```
# Create a lexer for the editor and initialize it's QsciAPIs object
my_lexer = QsciLexerCPP()
api = QsciAPIs(my_lexer)
```

then we create a list of autocompletions and call tips:

```
# Create a function list that will be used by the autocompletions and call
tips.
```



```
# The difference between a call tip and an autocompletion is that the call
tip
# has also the arguments defined!
# In the example 'funcs' list below the first item is a call tip and
# the second item is an autocompletion.
funcs = ["add(int arg_1, float arg_2)", "subtract"]
# Add the functions to the api
for s in funcs:
    api.add(s)
```

The line `funcs = [ ... ]` shows how easy it is to add call tips to a lexers api. They are just strings in the form of a C function prototype. As noted in the first comment, the difference between an autocompletion and a call tip is that a call tip is in the form of a function prototype. An example: ***some\_function(int argument)*** is a call tip and ***some\_other\_function*** is an autocompletion.

The only thing left to do is to prepare the lexer's api and link the lexer to the QScintilla editor:

```
# Prepare the QsciAPIs instance
api.prepare()

# Set the editor's lexer
editor.setLexer(my_lexer)
```

And that is it. Now when you type ***add*** in the editor and then type the '***(***' character, a popup rectangle window (similar to an autocompletion window) appears with the function prototype and the current argument highlighted in the rectangle window.

### 3.9.2. Call tip style

This function selects sets at which context the call tip will be shown. (I do not know how context works with call tips yet, I usually just use the ***CallTipsNoContext*** option to get all of the call tips every time)

Set with method: ***setCallTipsStyle(style)***

Queried with method: ***callTipsStyle()***

***style*** parameter options:

- ***PyQt5.Qsci.QsciScintilla.CallTipsNoContext***: There is no context, all call tips are always shown. This is the default.
- ***PyQt5.Qsci.QsciScintilla.CallTipsNone***: Call tips are disabled.
- ***PyQt5.Qsci.QsciScintilla.CallTipsNoAutoCompletionContext*** : Call tips are displayed with a context only if the user hasn't already implicitly identified the context using autocompletion.
- ***PyQt5.Qsci.QsciScintilla.CallTipsContext***: Call tips are displayed with a context.

### 3.9.3. Number of visible call tips in the popup rectangle

This function sets the number of call tips visible in the popup rectangle.

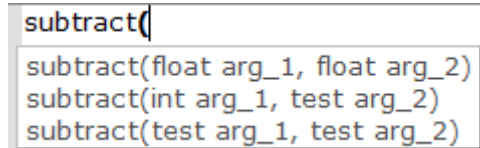
Set with method: **setCallTipsVisible(number)**

Queried with method: **callTipsVisible()**

**number** parameter options:

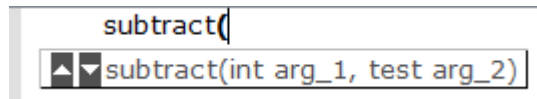
- **Integer:** The number of call tips shown in the popup rectangle. **0** means all applicable call tips will be displayed. **-1** means only one call tip will be shown with an up and down arrow for scrolling between the available call tips.

**0** example (shows all available call tips):



```
subtract(  
subtract(float arg_1, float arg_2)  
subtract(int arg_1, test arg_2)  
subtract(test arg_1, test arg_2)
```

**-1** example (show 1 call tip with up/down arrows for scrolling to other call tips):



```
subtract(  
▲▼ subtract(int arg_1, test arg_2)
```

### 3.9.4. Call tip popup rectangle position

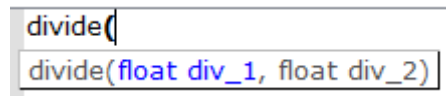
This function select where the call tip popup rectangle will appear.

Set with method: **setCallTipsPosition(position)**

Queried with method: **callTipsPosition()**

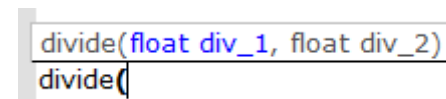
**position** parameter options:

- **PyQt5.Qsci.QsciScintilla.CallTipsBelowText:** Call tips are displayed in a popup rectangle below the text.



```
divide(  
divide(float div_1, float div_2)
```

- **PyQt5.Qsci.QsciScintilla.CallTipsAboveText:** Call tips are displayed in a popup rectangle above the text.



```
divide(float div_1, float div_2)  
divide(  

```

### 3.9.5. Call tip background color

This function selects the background color of the call tips popup rectangle background color.

Set with method: **setCallTipsBackgroundColor(color)**

**color** parameter options:

- **PyQt5.QtGui.QColor:** Call tips popup rectangle background color.

Example of a red bgcolor:

```
divide(  
divide(float div_1, float div_2)
```

### 3.9.6. Call tip foreground color

This function selects the non-highlighted text color of the call tips popup rectangle background color.

Set with method: **setCallTipsForegroundColor(color)**

**color** parameter options:

- **PyQt5.QtGui.QColor:** Call tips popup rectangle non-highlighted text color.

Example of a green text:

```
divide(  
divide(float div_1, float div_2)
```

### 3.9.5. Call tip highlight color

This function selects the highlighted text color of the call tips popup rectangle background color. This marks the current parameter that the user is typing into the editor.

Set with method: **setCallTipsHighlightColor(color)**

**color** parameter options:

- **PyQt5.QtGui.QColor:** Call tips popup rectangle highlighted text color.

Example of a red text:

```
divide(  
divide(float div_1, float div_2)
```

## 4. Lexers

**All examples are in the example directory and in chapter X.4 and chapter X.5 !**

The lexer is an object used for automatic styling of an editor's text everytime the editor's text changes (typing, cutting, pasting, ...), usually used for coloring text according to a programming language. For the lexer to style text, it needs to be applied/set for an instance of the **PyQt5.Qsci.QsciScintilla** object using the it's **setLexer** method.

This chapter will be an in depth description and creation of the **PyQt5.Qsci.QsciLexerCustom** object and how it is used with the QScintilla editor. **PyQt5.Qsci.QsciLexerCustom** is a predefined subclass of **PyQt5.Qsci.QsciLexer** that is used to create a custom lexer.

There are a number of predefined lexers for various languages like Python, C/C++, C#, ... (PyQt5.Qsci.QsciLexerPython, PyQt5.Qsci.QsciLexerCPP, PyQt5.Qsci.QsciLexerCSharp, ...) which can be used out of the box. Just instantiate an instance of the desired lexer and set it as the editor's lexer using the **setLexer** method and the lexer will do the rest.

But to create a custom lexer, it is needed to subclass a **PyQt5.Qsci.QsciLexerCustom** and override the necessary methods, initialize styles and create some attributes. This will also be a focus of this chapter, implementing a custom lexer and later also how to enhance the lexer with **Cython**.

The further sub-chapters will describe all the steps in creating a **Nim programming language** lexer. **THIS WILL BE A BASIC LEXER EXAMPLE, IT'S UP TO THE READER TO IMPLEMENT EVERY NUANCE OF THE PROGRAMMING LANGUAGE.**

For more information on the language see: <https://nim-lang.org/>

### 4.1. Creating a custom lexer

As described in the previous chapter, first it is needed to subclass the **PyQt5.Qsci.QsciLexerCustom** object, define the used styles as a dictionary and some keywords:

```
class LexerNim(data.PyQt.Qsci.QsciLexerCustom):
    styles = {
        "Default" : 0,
        "Comment" : 1,
        "Keyword" : 2,
        "String" : 3,
        "Number" : 4,
        "Pragma" : 5,
        "Operator" : 6,
        "Unsafe" : 7,
        "Type" : 8,
    }
```

```

keyword_list = [
    "block", "const", "export", "import", "include",
    "let",
    "static", "type", "using", "var", "when",
    "as", "atomic", "bind", "sizeof",
    "break", "case", "continue", "converter",
    "discard", "distinct", "do", "echo", "elif", "else",
    "end",
    "except", "finally", "for", "from", "defined",
    "if", "interface", "iterator", "macro", "method",
    "mixin",
    "of", "out", "proc", "func", "raise", "ref", "result",
    "return", "template", "try", "inc", "dec", "new",
    "quit",
    "while", "with", "without", "yield", "true", "false",
    "assert", "min", "max", "newseq", "len", "pred",
    "succ",
    "contains", "cmp", "add", "del", "deepcopy",
    "shallowcopy",
    "abs", "clamp", "isnil", "open", "reopen",
    "close", "readall",
    "readfile", "writefile", "endoffile", "readline",
    "writeline",
]

unsafe_keyword_list = [
    "asm", "addr", "cast", "ptr", "pointer", "alloc",
    "alloc0",
    "allocshared0", "dealloc", "realloc", "nil", "gc_ref",
    "gc_unref", "copymem", "zeromem", "equalmem",
    "movemem",
    "gc_disable", "gc_enable",
]

```

Now we need to add the initialization methods and some needed method overloads:

```

def __init__(self, parent):
    # Initialize superclass
    super().__init__(parent)
    # Set the default style values
    self.setDefaultColor(
        PyQt5.QtGui.QColor(0x00, 0x00, 0x00)
    )
    self.setDefaultPaper(
        PyQt5.QtGui.QColor(0xff, 0xff, 0xff)
    )

```

```

self.setDefaultFont(PyQt5.QtGui.QFont("Courier", 8))
# Initialize all style colors
self.init_colors()
# Init the fonts
for i in range(len(self.styles)):
    if i == self.styles["Keyword"]:
        # Make keywords bold
        self.setFont(
            PyQt5.QtGui.QFont("Courier", 8,
weight=PyQt5.QtGui.QFont.Black),
            i
        )
    else:
        self.setFont(
            PyQt5.QtGui.QFont("Courier", 8),
            i
        )

def init_colors(self):
    # Font color
    self.setColor(
        PyQt5.QtGui.QColor(0x00, 0x00, 0x00),
        self.styles["Default"]
    )
    self.setColor(
        PyQt5.QtGui.QColor(0x00, 0x7f, 0x00),
        self.styles["Comment"]
    )
    self.setColor(
        PyQt5.QtGui.QColor(0x00, 0x00, 0x7f),
        self.styles["Keyword"]
    )
    self.setColor(
        PyQt5.QtGui.QColor(0x7f, 0x00, 0x7f),
        self.styles["String"]
    )
    self.setColor(
        PyQt5.QtGui.QColor(0x00, 0x7f, 0x7f),
        self.styles["Number"]
    )
    self.setColor(
        PyQt5.QtGui.QColor(0x00, 0x7f, 0x40),
        self.styles["Pragma"]
    )

```

```

        self.setColor(
            PyQt5.QtGui.QColor(0x7f, 0x7f, 0x7f),
            self.styles["Operator"]
        )
        self.setColor(
            PyQt5.QtGui.QColor(0x7f, 0x00, 0x00),
            self.styles["Unsafe"]
        )
        # Paper color
        for i in range(len(self.styles)):
            self.setPaper(
                PyQt5.QtGui.QColor(0xff, 0xff, 0xff),
                i
            )

    def language(self):
        return "Nim"

    def description(self, style):
        if style < len(self.styles):
            description = "Custom lexer for the Nim
programming languages"
        else:
            description = ""
        return description

```

Let us first look in detail at the used methods:

- **lexer.setDefaultColor(color):** sets the default text color
  - parameter **color:** **PyQt5.QtGui.QColor**
- **lexer.setDefaultPaper(color):** sets the default paper (background) color
  - parameter **color:** **PyQt5.QtGui.QColor**
- **lexer.setDefaultFont(font):** sets the default font style, check the official PyQt documentation for more details
  - parameter **font:** **PyQt5.QtGui.QFont**
- **lexer.setColor(color, style):** sets the text color for a specified style
  - parameter **color:** **PyQt5.QtGui.QColor**
  - parameter **style:** **Integer**, the number of the style that the text color is set for
- **lexer.setPaper(color, style):** sets the paper (background) color for a specified style
  - parameter **color:** **PyQt5.QtGui.QColor**

- parameter **style: Integer**, the number of the style that the paper color is set for

With the above method descriptions it is now clear what the lexers `__init__` method does. It simply sets the default values for the text color, font style and paper color, and initializes the text color, font style and paper color for every style that was defined.

Then we see the ***description*** and ***language*** methods. These are needed for the lexer to operate correctly and are therefore necessary.

Now we come to the method where all the styling magic happens, the ***styleText*** method.

```
def styleText(self, start, end):
    # Initialize the styling
    self.startStyling(start)
    # Tokenize the text that needs to be styled using
    # regular expressions.
    # To style a sequence of characters you need to know
    # the length of the sequence
    # and which style you wish to apply to the sequence.
    # It is up to the implementer
    # to figure out which style the sequence belongs to.
    # THE PROCEDURE SHOWN BELOW IS JUST ONE OF MANY!

    # Scintilla works with bytes, so we have to adjust the
    # start and end boundaries.
    # Like all Qt objects the lexers parent is the
    # QScintilla editor.
    text = self.parent().text()[start:end]
    # Tokenize the text using a list comprehension and
    # regular expressions
    splitter = re.compile(
        r"(\{|\.|\.\.|\}|\#|'|\"|\"|\"|\"|\n|\s+|\w+|\W) "
    )
    tokens = [
        (token, len(bytearray(token, "utf-8")))
        for token in splitter.findall(text)
    ]
    # Style the text in a loop
    for i, token in enumerate(tokens):
        if token[0] in self.keyword_list:
            # Keyword
            self.setStyleing(
                token[1],
                self.styles["Keyword"]
            )
        elif token[0] in self.unsafe_keyword_list:
            # Keyword
```



```

        self.setStyleing(
            token[1],
            self.styles["Unsafe"]
        )
    else:
        # Style with the default
        self.setStyleing(
            token[1],
            self.styles["Default"]
        )

```

And that's all there is for a simple example. Let us break down the ***styleText*** method.

The ***styleText*** method has a **start** and an **end** parameter, which are integers and show from which index (absolute character position) of the editors **ENTIRE** text the text styling starts and at which index the styling ends. THIS METHOD IS EXECUTED EVERY TIME THE EDITOR'S TEXT IS CHANGED.

The **startStyling** method initializes the styling procedure to begin at the position of the **start** parameter. Then the text is sliced, so that it will only be parsed and styled from **start** to **end**.

```
text = self.parent().text()[start:end]
```

It is allowed to parse and style the entire text every time the text changes, but for performance reasons it is not advisable to do this, especially since the parsing is done in pure Python.

Then we use a **list comprehension** and **regular expressions** to tokenize the text.

```
splitter = re.compile(
    r"(\{|\.|\.|\\.|\\#|\\'|\\\"|\\n|\\s+|\\w+|\\W)"
)
tokens = [
    (token, len(bytearray(token, "utf-8")))
    for token in splitter.findall(text)
]
```

The created list is a list of tuples of (token\_name: **String**, token\_length: **Integer**). So for example if the text contains the string "**proc**", which is a Nim programming language keyword, the list comprehension will add a tuple ("proc", 4) to the list.

Now it is possible to style the text token-by-token. This is done by looping over the tokens in a for loop and styling the tokens as needed with the **setStyling** method. The **setStyling** method parameters are:

### lexer.setStyleing (number\_of\_characters, style)

- parameter **number\_of\_characters: Integer**, the number of characters that will be styled
- parameter **style: Integer**, the style number **WHICH HAS TO BE PREDEFINED OTHERWISE IF YOU CHOOSE A STYLE NUMBER THAT DOES NOT EXIST THE DEFAULT TEXT AND PAPER COLOR AND FONT STYLE WILL BE USED!**

The whole example is in the example directory *custom\_lexer\_basic.py* and in chapter X.4 !

## 4.2. Detailed description of the *setStyling* method and it's operation

The *setStyling* method is the main method for styling text so we will look at it in detail, because the above example may be hard to visualize what the method does.

Let us say we have the below text in an QScintilla editor which we want to style:

```
"QScintilla is a great tool."
```

And as an example in our lexer we have keywords *is* and *tool* that we wish to style with style number **1**, which we predefined with the **setColor**, **setPaper**, ... methods. The other tokens will be styled with the style number **0**, which is our default style.

We will go through the tokens and characters in the above text manually for easier understanding. **NOTE THAT HOW YOU SPLIT THE TEXT INTO TOKENS IS COMPLETELY UP TO YOU!**

The tokens are:

"QScintilla"	- starts at index <b>0</b> , has a length of <b>10</b> characters
" "	- starts at index <b>10</b> , has a length of <b>1</b> character
"is"	- starts at index <b>11</b> , has a length of <b>2</b> characters
" "	- starts at index <b>13</b> , has a length of <b>1</b> character
"a"	- starts at index <b>14</b> , has a length of <b>1</b> character
" "	- starts at index <b>15</b> , has a length of <b>1</b> character
"great"	- starts at index <b>16</b> , has a length of <b>5</b> characters
" "	- starts at index <b>21</b> , has a length of <b>1</b> character
"tool"	- starts at index <b>22</b> , has a length of <b>4</b> character
". "	- starts at index <b>26</b> , has a length of <b>1</b> character

So now we can style these tokens. One important state that is not directly accessible is the **styling index**. The **styling index** is the position in the editor's text at which the styling starts when executing the **setStyling** method. The **setStyling** method also moves the **styling index** forward the number of characters that was passed as the first parameter **setStyling**'s method. So for example **lexer.setStyling(4, 0)** moves the **styling index** forward by **4** characters.

Here is the explanation of how the styling works:

- To start styling, it is required to execute the **startStyling** method! For the current example, it is required to execute:  
**lexer.startStyling(0)** – This sets the **styling index** to **0**  
because we are starting styling at the beginning of the text
- QScintilla is not a keyword so we will style it with the default number **0** style:

- ```
"QScintilla"    lexer.setStyleing(10, 0) – style 10 characters with style 0
```
- Now the **styling index** has 10 characters forward to **10**!
- Spaces are also styled with the default number **0** style:
 

```
" "            lexer.setStyleing(1, 0) – style 1 character with style 0
```
- Now the **styling index** has 1 character forward to **11**!
- `is` is a keyword so we style it with the style 1:
 

```
"is"          lexer.setStyleing(2, 1) – style 2 characters with style 1
```
- Now the **styling index** has 2 characters forward to **13**!
- And so on ...

## 4.3. Advanced lexer functionality

### 4.3.1. Multiline styling

Sometime it is needed to style a piece of text across multiple lines with the same style. This appears trivial and it usually is. Just add a state variable (Boolean) that when set, marks that it is needed to style the text in a specific style until you reach a certain token.

**But styling does not have to start at the beginning of the text!** When you scroll through or change text the editor's **styleText** method gets executed which has the **start** and **end** parameters which determine from where the styling starts and where it ends. This becomes an issue when you are styling a multiline style (e.g.: multiline comment in C) but the **end** parameter of the **styleText** method is before the ending token for the multiline style is found. So the next time the text is for example scrolled down, the styling starts in the middle of a multiline comment and styling text normally, where correctly it should continue multiline styling.

To solve this problem, QScintilla has a feature to check the style of a character in the editor's text. This is done by using the **SCI\_GETSTYLEAT** message with the **SendScintilla** method, which return the style number of a selected character.

How this is used is by checking if the styling starts at an index different front **0** and checking if the character (**start – 1**) has a multiline style and the setting the appropriate state flag. This will become clear in the below example, which is just an upgrade from the **styleText** method from chapter 4.1. Creating a custom lexer:

```
def styleText(self, start, end):
    # Initialize the styling
    self.startStyling(start)
    # Set the text
    text = self.parent().text()[start:end]
    # Tokenize the text using a list comprehension and
    # regular expressions
    splitter = re.compile(
        r"(\{|\.|\.\.|\}|#|'|\"|\"|\"|\"|\n|\s+|\w+|\W) "
    )
    tokens = [
```

```

        (token, len(bytearray(token, "utf-8")))
        for token in splitter.findall(text)
    ]
    # Multiline styles
    multiline_comment_flag = False
    # Check previous style for a multiline style
    if start != 0:
        previous_style = editor.SendScintilla(
            editor.SCI_GETSTYLEAT,
            start - 1
        )
        if previous_style == self.styles["MultilineComment"]:
            multiline_comment_flag = True
    # Style the text in a loop
    for i, token in enumerate(tokens):
        if (multiline_comment_flag == False and
            token[0] == "#" and
            tokens[i+1][0] == "["):
            # Start of a multiline comment
            self.setStyleing(
                token[1], self.styles["MultilineComment"]
            )
            # Set the multiline comment flag
            multiline_comment_flag = True
        elif multiline_comment_flag == True:
            # Multiline comment flag is set
            self.setStyleing(
                token[1], self.styles["MultilineComment"]
            )
            # Check if a multiline comment ends
            if token[0] == "#" and tokens[i-1][0] == "]":
                multiline_comment_flag = False
        elif token[0] in self.keyword_list:
            # Keyword
            self.setStyleing(
                token[1],
                self.styles["Keyword"]
            )
        elif token[0] in self.unsafe_keyword_list:
            # Keyword
            self.setStyleing(
                token[1],
                self.styles["Unsafe"]
            )

```

```

else:
    # Style with the default style
    self.setStyleing(
        token[1],
        self.styles["Default"]
    )

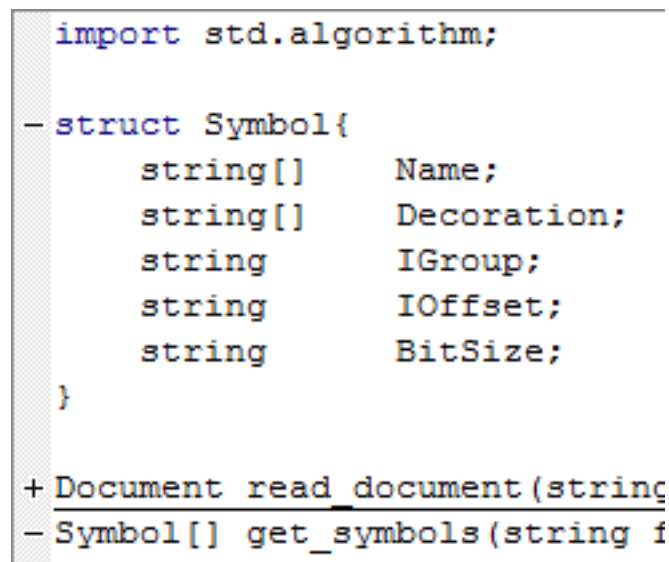
```

The whole example is in the example directory *custom\_lexer\_advanced.py* and in chapter X.5!

### 4.3.2. Code folding

Code folding is the ability of QScintilla to fold parts of the editor's text. All built-in lexers have code folding implemented for e.g.: functions, structures, classes, ...

Text can be folded and unfolded using the folding margin, shown in the image below:



```

import std.algorithm;

- struct Symbol{
    string[]    Name;
    string[]    Decoration;
    string      IGroup;
    string      IOffset;
    string      BitSize;
}

+ Document read_document(string
- Symbol[] get_symbols(string f
...

```

I do not use code folding so if someone is wished to detail this functionality it would be greatly appreciated.

### 4.3.2. Clickable styles

It is possible to add click functionality to a style by setting the style as a hotspot style. To do this it is only needed to set the style to be a hotspot style with the **SCI\_STYLESETHOTSPOT** message with the **editor.SendScintilla** method, like so:

```

editor.SendScintilla(
    PyQt5.Qsci.QsciScintillaBase.SCI_STYLESETHOTSPOT,
    style_number,
    True
)

```

The **True** parameter above enables the style to be a hotspot style.

What the clicks in a style do it completely up to the implementer. In the *custom\_lexer\_advanced.py* example, in the lexers `__init__` method the **Keywords** style is set as a hotspot style, with the clicks replacing the keyword with the **"CLICK"** string.

## 4.4. Cython – enhancing a custom lexer's styling speed

One thing that is sometimes noticeable is a slight scroll lag when a user scrolls large parts (a few 1000's of lines of text) of an editor's text when the editor has a custom lexer selected. This is unnoticeable if scrolling is done with pressing the **DOWN** key, but becomes apparent when scrolling with holding the **PAGE-DOWN** key or by scrolling directly to the end of the large text by using **CTRL + END** key combination.

This is because styling is done in **pure Python**, as we style the text using a custom lexer's **styleText** method. One advantage of styling text directly in **Python** is that there is no need for any compilation, this is especially helpful if the user edits the styling method many times in order to adapt the custom lexer for a specific purpose.

But usually the user will want the lexer to style text as fast as possible. There are two ways of doing this to my knowledge.

The first is by adding your custom lexer to the **PyQt/Qt C++** source implementation. This will give the best performance, but the user needs knowledge of **C++** and some understanding of the **PyQt/Qt** source code.

The second way, which is much easier, is to create a styling function in **Cython** and call it in the custom lexer's **styleText** method. The styling function could also be written in **C/C++** or any other programming language, but **Cython** has the advantage of **converting** (called **marshalling**) from Python types to the more performance oriented **C** types automatically.

Do not get discouraged that you will have to learn a new programming language. **Cython** is so similar to **Python** that probably every concept that will be used in this example will be at least familiar, if not directly understandable.

### 4.4.1. Installing Cython

Installing **Cython** can be done simply using **pip3** in the command line (Windows) / terminal (Linux/MAC OS) by running the command:

**pip install Cython** (Windows) or **pip3 install Cython** (Linux/MAC OS)

The other way is to download the Cython source code from the official Cython website <http://cython.org/>, and installing it manually by entering the source directory and running:

**python setup.py install** (Windows) or **python3 setup.py install** (Linux/MAC OS)

On Windows it is also necessary to install the MSVC compiler with the same version that the Python 3 installed on the system was compiled with! To find out which compiler Python3 was compiled with, run the Python 3 interpreter in the Windows Command Prompt and the first line shows the compiler information. An example is shown below (the compiler information is marked in blue):

```
Python 3.4.2 (v3.4.2:ab2c023a9432, Oct 6 2014, 22:16:31) [MSC v.1600 64 bit  
(AMD64)] on win32
```

Paste the code into a search engine (like Google, DuckDuckGo, ...) and the compiler installer should be one of the top links.

On most flavours of Linux there is usually a compiler (GCC) already installed on the system.

I have no experience with Mac OS. Make sure there is a compiler like GCC or Clang installed on the system.

#### 4.4.2. Cython basics

This chapter will give you enough familiarity with **Cython** that you will know the workings of the styling module that we will write here. For more in-depth information read the official Cython documentation at <http://cython.org/#documentation>.

Cython is a superset of Python, meaning all Python code is valid Cython code. Cython is a compiler that can compile Python and Cython code into either a module (shared libraries) or standalone application. This chapter will only focus on creating a module that will be imported into the QScintilla editor application.

Cython translates Cython code into C and then compiles it with the system's C compiler, usually GCC on Linux and MSVC on Windows. I have no experience with Mac OS, so I do not know which compiler is the system's default.

#### PERFORMANCE WARNING:

**Do not think that you can take pure Python code, compile it with Cython and expect a good performance boost! If you do this, you may get a couple of percent performance improvement. The point of this technique is to use Cython's static types and C coding techniques to improve performance.**

After writing some Cython code you will notice that writing Cython is much like writing Python with the ability to interleave C code into it. **By saying “interleave C code”, it is meant C code in a Python like syntax.** C and C++ programmers will feel very familiar with the Cython superset of the syntax, as it is basically an almost direct translation of C into the Python syntax. Cython even has direct access to the C standard library functions like for example **printf, strcpy, memcpy, ...**

#### 4.4.2.1 Additional Cython keywords

- **cdef** – This keyword is used with every C construct. For example if you wish to define an integer variable called `my_variable` you write:

➤ `cdef int my_variable`

A noticeable difference in the above example is the fact that you need to declare a variable explicitly with a type in order to get the performance benefit of a C type. The declaration can also have an initializer like:

➤ `cdef int my_variable = 12`

The **cdef** keyword is also used when declaring a C function for example:

➤ `cdef int free_cstring_array(char** cstring_array, int list_length):`  
`# Rest of the functions code`

Notice that the C function declaration is almost identical to a Python function declaration except for the added type annotation. If you have any experience with C this code should look very familiar. Unlike Python function declarations, C function declarations can also have a return type right after the **cdef** keyword.

- **char, short, int, double, ...** – These keywords are used for type annotation and are equivalent to types in the C language. They are used for type annotating variables, functions, parameters, ...
- **inline** – This is a C programming language keyword that can be added to a function declaration in order to increase performance by inlining the function directly in the compiled module. Whether or not the function will actually be inlined in the resulting module is up to the compiler.
- **nogil** – This keyword is used to annotate a function that does not need the use of the Python **GIL**. The Python GIL (Global Interpreter Lock) is a Python mechanism for locking objects for access only for the **thread** that holds the GIL. It is used by the Python interpreter in multi-threaded program, to make sure that multiple threads do not write to an object at once. But when writing small C functions in Cython, acquiring the GIL is not necessary, so the function can have a **nogil** keyword after the function declaration. For example:

➤ `cdef inline char check_oberon_type(char* token_string) nogil:`  
`# Rest of the functions code`

For more information on the GIL, check out

<https://wiki.python.org/moin/GlobalInterpreterLock>.

- **cimport** – Like the Python import statement, this Cython statement imports Cython implementation and definition files (implementation and definition files will be explained in the next chapter). Usage examples:

➤ `cimport module`



- `from` module `cimport` my\_cython\_function
- **include** – This is a C keyword that unlike the Python import statement, include a Cython file textually directly in the location of where the include statement is located. Usage example:
  - `include "implementation_file.pxi"`
- There are more keywords, but they are outside the scope of this documentation. For more information check out the official Cython documentation.

#### 4.4.2.2 Cython file types

There are three types of files that can be used with Cython:

- **.pyx** – This is the standard main Cython file which is used for compilation of a module. For larger modules, it is possible to split the code into multiple **.pyx** files and compile them together.
- **.pxd** – This is a definition file that can hold C type declarations and C extern type and function declarations if C code is being imported into a module. This file is automatically imported into a **.pyx** if it has the same name as the **.pyx** file (e.g.: **module.pxd** is automatically imported into **module.pyx**, if they are in the same directory). **We will not be using this file type.**
- **.pxi** – This is an implementation(or include) file that can hold any Cython code. The file can be included into a **.pyx** file with the include keyword, which simply textually embeds the file into the **.pyx** file. **As our example module will be quite small, we will not be using this file type.**
- **build-script** – This is a python distutils script file that is used to compile the module into a shared library (**.dll** on Windows and **.so** on Linux/Mac OS).

#### 4.4.2.3 C coding concepts

When writing C code to manipulate strings (which is what syntax highlighting's core functionality), there are some C coding concepts that are needed. Do not be alarmed, they are quite straightforward to understand, once you see the actual code. Some concepts will not be used, but were included here to give the reader an outline of the concept. Below I will reference C code many times, **this means C style code and concepts in Cython.**

- **The heap** - The heap is a memory pool that can be accessed from any part of the program (using **pointers**), and can be used a bit like using **globals** in Python.
- **pointers** - Unlike in Python where every object is a reference (in the underlying implementation), in C there are objects and pointers to objects. Pointers point to the location of an object in memory and are used when accessing array indexes or

accessing objects on the **heap** or for accessing objects indirectly. Pointers are indicated by the star character '\*' after the type in the variable declaration, for example: `cdef char* my_string, cdef int* some_pointer, ...`

Pointers are integer values, and as such, the user can use integer arithmetic to manipulate them.

In the module we will be creating, pointers will be used only for string manipulation. If you wish to learn more on pointers, there is a lot of documentation on the web.

Pointer example:

```
cdef int my_int = 12;

cdef int* my_int_ptr = &my_int # The &(at) operator returns the address of
my_int

my_int_ptr[0] = 33 # The [0] operator dereferences the pointer so it is
now the item at the address of wherever my_int_ptr is pointing to, in
this case the my_int ([0] is the array operator for the first item the
array/pointer is pointing to, as arrays are implemented in pointers
under the hood)

print(my_int) # Prints 33
```

C programmers will immediately notice that the Cython dereference operator is different from the C dereference operator (\*). That is because in Python the \*var notation is already used for unpacking argument lists!

- **arrays** – A C array is a sequence of bytes in memory, which is delimited by the type of the array. For example an array of 5 integers, on a system where an integer is 4 bytes long, is  $4 \times 5 = 20$  bytes in length. Accessing the items in an array is done with the array operator '[i]' (sometimes called the subscript operator), which uses pointers under the hood to access the items. **Arrays are syntactic sugar for pointers for ease of use.** The syntax for arrays is very similar to Python lists. The syntax for declaring an array of 5 integers is: `cdef int my_ints[5]`, to set the entire array in one assignment use: `my_ints[:] = [1, 2, 3, 4, 5]` and to assign an individual item use: `my_ints[3] = 22`. Unlike Python lists, arrays without the index operator notation are pointers to the first item in the array, that means that `my_ints` (note that there is no array operator '[i]' notation) is a `int*` pointer to the `my_ints[0]` item. For example we can do this: `cdef int* my_int_ptr = my_ints`, then `my_int_ptr` can be used the same as `my_ints`, as they are essentially the same. For example this statement is now true: `my_ints[2] == my_int_ptr[2]`.

As you can see, arrays behave very much like Python lists, **but unlike Python lists, you cannot append to arrays, their size is always fixed and an array's item can only be of the type that the array was declared as!** That means that it is not allowed to set an item in the above example array to a string, for example: `my_ints[3] = "some string"`, this will raise an error during the compilation of the module. Also if you access or set an index that is out of the range of the array, like: `my_ints[7] = 44`, **THERE IS NO OUT OF BOUNDS SAFETY CHECK AND IT IS UNKNOWN WHAT PART**

**OF MEMORY WAS OVERWRITTEN! THE USER HAS TO BE AWARE OF THIS AND BE VERY CAREFUL THAT THESE BUGS DO NOT OCCUR!**

So why use C arrays instead of Python lists? **Performance!** Arrays are the simplest sequence type with no bounds checking and as such it is very fast to iterate over them.

- **strings** – C does not have **strings** as a base type. It only has arrays of characters. Which means that when talking about strings in C it is usually meant a character pointer(**char\***) which has to be **NULL TERMINATED**, meaning that the last character in the array has to be zero (or '\0' if we are using the character notation) . C has many built-in functions for manipulating “**strings**” (meaning **char\***), like:
  - **strcmp** – for comparing two strings
  - **strcpy** – for copying one string into another
  - **strchr** – locate first occurrence of character in string
  - **and many more ...**
- **malloc/free** – In Python memory management is automatic, but in C it is necessary to manually allocate memory for certain objects, like strings, which in C are arrays of characters. The basic premise is to allocate a piece of memory on the **heap** with the **malloc** function, then when there is no more need for that piece of memory, it is freed using the **free** function. **The user has to be mindful not to forget to release a piece of memory that will not be used any more using the free function or the memory of the used program will just keep growing with every new allocation of memory until the system runs out of memory. On the other side, the user also must be careful not to use a pointer to memory that has been freed using the free function.** But in the example module that we will create, we will only be using the **malloc** function to allocate the lexer's keywords on the **heap** only once when the module will be imported.
- **casting** – the C concept of casting is similar to Python's type conversion (`a = int(0)`), but in C the type is bit reinterpreted to the specified type, **WHICH MAY RESULT IN LOSS OF INFORMATION IF IT IS DONE INCORRECTLY, FOR EXAMPLE WHEN CASTING FROM A long TO A char!** The syntax for casting in Cython is a little different from pure C in that it uses angle brackets, example: `a = <int> 12.3`
- **function return type** – In Cython if you declare a C function using the **cdef** keyword you must specify a return type for the function. That means the return type has to be specified at **compile time** (when the module is built into a **dll**), unlike in Python where it is allowed to return any type. If you wish to declare a C function that returns nothing use the **void** type. For example `cdef int temp_func():...` has to return an **integer**, while `cdef void temp_func():...` must not return anything.

### 4.4.3 Testing the performance without the Cython module

To test the code, run the *cython\_lexer.py* example located in the examples directory or copy&paste the X.6. Cython lexer (Python) code into a file, save it as *cython\_lexer.py*. There are two changes from the Advanced Custom Lexer example. First difference is in the LexerNim's *\_\_init\_\_* function:

```
Previous __init__ code
...
# Check if the cython lexer is available
try:
    import cython_module
    self.cython_module = cython_module
    self.cython_imported = True
    print("Cython module successfully imported.")
except:
    self.cython_imported = False
    print("Failed importing the Cython module!")
```

As you can see, we try to import the Cython module and set the flag for the styling function to know if it can use the Cython styling function or not.

The second change is in the beginning *styleText* function:

```
def styleText(self, start, end) :
    if self.cython_imported == True:
        self.cython_module.cython_style_text(
            start, end, self, self.parent()
        )
    else:
        # Initialize the styling
        self.startStyling(start)
        ...
        Rest of the styleText code
```

The *styleText* function check if the Cython module was imported and uses it's styling function if it can. Now execute the *cython\_lexer.py* example by running:

*python cython\_lexer.py*

When the new window with the editor appears, focus the windows and press **Ctrl+End** and time how long it takes for the text in the editor scrolls to the bottom. It should take a couple of seconds (the time varies a little according to the computer you will run the example on). This demonstrates how slow styling a **very large** piece of text in pure Python is.

#### 4.4.4 The Cython module code breakdown

Now let's look at the actual Cython code in chapter X.7. Cython lexer module (Cython).

First the imported C functions:

```
from libc.stdlib cimport malloc, free
from libc.string cimport strcmp, strstr, strlen, strcpy, strchr, strtok
from cpython.unicode cimport PyUnicode_AsEncodedString
```

The **libc** module, as the name implies, holds the C standard libraries. From it we import the memory manipulation function **malloc** and **free**, and the string manipulation functions, which we will use in the code below.

We will also use the **cpython** module which holds the C API functions for Python. Basically it holds the functions, constants, ... for whole C implementation of the Python interpreter. From it we will only use the **PyUnicode\_AsEncodedString** function, which is the C equivalent of Python's **string.encode(encoding)** function.

Next we define a C list of separators as an **array of characters** or **string (char\*)** and store the length of the separators into an integer variable (notice the **cdef** keyword in front of the variable declarations, to define them as C variables):

```
# Separator list
cdef char* extended_separators = [
    ' ', '\t', '(', ')', '.', ';',
    '+', '-', '/', '*', ':', ',',
    '\n', '[', ']', '{', '}', '<',
    '>', '|', '=', '@', '&', '%',
    '!', '?', '^', '~', '\"'
]

# Separator list length
cdef int separator_list_length = strlen(extended_separators)
```

The separators will be used to check if a character is a separator when we will loop over the text for styling character-by-character. The length of the separators will be used as a loop variable, as Cython optimizes loops that have a C integer as the loop variable into a C loop, meaning very fast.

Next is the function for transforming a Python list of strings into a C array of strings (**char\*\***). Here is the first example of why strings in C are a bit confusing: a C array of strings is a pointer to a pointer of characters. Here is the function:

```
cdef inline char** to_cstring_array(string_list):
    """C function that transforms a Python list into a C array of strings(char arrays)"""
    # Allocate the array of C strings on the heap
    cdef char **return_array = <char **>malloc(len(string_list) * sizeof(char *))
    # Loop through the python list of strings
    for i in range(len(string_list)):
        # Decode the python string to a byte array
        temp_value = PyUnicode_AsEncodedString(string_list[i], 'utf-8', "strict")
        # Allocate the current C string on the heap (+1 is for the termination character
        '\0')
        temp_str = <char*>malloc((len(temp_value) * sizeof(char)) + 1)
        # Copy the decoded string into the allocated C string
        strcpy(temp_str, temp_value)
```

```

        # Set the reference of the C string in the allocated array at the current index
        return_array[i] = temp_str
    return return_array

```

In the first line we declare the function to take a python list of strings as the parameter.

```

cdef inline char** to_cstring_array(string_list):

```

The first thing that jumps out at you: **what if I pass in something other than a list of strings?**

The answer is: **the function will throw an wrong type error during runtime.**

Then we get to the first advanced C concept: allocating memory on the heap using the C **malloc** function:

```

cdef char **return_array = <char **>malloc(len(string_list) * sizeof(char *))

```

We declare an array of C strings (again, the weird **char\*\*** type) which we will use as the return variable.

Now a quick look at the **malloc** function. It is a function that reserves a segment of **heap** memory, the size of which is specified by the parameter. The size must be correct and is usually done with the help of the C **sizeof** function and the type that the return value of the malloc function will be cast to, in our case **sizeof(char\*)** times the size of our Python string list. The **malloc** function returns a **void\***, which means a pointer to something we do not know the type of. It is needed to cast the return value into the type that you will be assigning the return value to.

Next we loop over the Python string list and convert the each Python string into a C string (**char\***):

```

for i in range(len(string_list)):
    # Decode the python string to a byte array
    temp_value = PyUnicode_AsEncodedString(string_list[i], 'utf-8', "strict")
    # Allocate the current C string on the heap (+1 is for the termination character '\0')
    temp_str = <char*>malloc((len(temp_value) * sizeof(char)) + 1)
    # Copy the decoded string into the allocated C string
    strcpy(temp_str, temp_value)
    # Set the reference of the C string in the allocated array at the current index
    return_array[i] = temp_str

```

In the line `temp_value = PyUnicode_AsEncodedString(string_list[i], 'utf-8', "strict")` we convert each Python string into a Python **bytearray** using the Python C API function

`PyUnicode_AsEncodedString`. Check the official Python 3 C API for more details on the function, but know that it behaves exactly the same as Python's **string.encode** function.

Cython has the great ability to convert a Python **bytearray** into a C string (**char\***) automatically under the hood. But we need to copy the **bytearray** into a C string, otherwise the Python Garbage Collector will clear the temp\_value **bytearray** and we will not know what the **char\*** is pointing to! So what we will do is allocate a piece of memory on the heap using **malloc** with the size of the Python string +1 (**+1 is for the null character**), cast it to a string (**char\***), and then use the C **strcpy** function to copy the **bytearray** into the newly allocated **heap** string (**char\***).

The last line in the loop we just assign the pointer to temp\_str to the index in the return\_array array of **char\***.

In the last line of the function we simply return the variable of the array of C strings from the function.

Now it is quite understandable that your head is probably spinning from the constant interleaving of the phrases `char*`, pointer to something, array, string (`char*`), ... Read the chapter a couple of times and look up the C concepts in other sources (like Wikipedia) to get more information about them and I promise that things will start to get clearer and clearer!

The next function we will just look at briefly as it will not be used in our styling example, but I have added it for completeness since we have the `to_cstring_array` which converts a Python string list into a C array of strings by allocating the C strings to the **heap**, but it is also good to know how to deallocate the strings from the **heap**. The function:

```
cdef inline free_cstring_array(char** cstring_array, int list_length):
    """
        C function for cleaning up a C array of characters:
        This function is not needed, but is included as an example of
        how to manually free memory after it is not needed anymore.
    """
    for i in range(list_length):
        free(cstring_array[i])
    free(cstring_array)
```

It is quite clear that we just loop over the array of strings using `free` function to deallocate each individual string from the **heap**, then in the end also clearing the array from the **heap**. Why are we not using the `free_cstring_array` function in the code? Because we use the C array of string during the entire application runtime and the application automatically deallocates all of it's memory when it closes.

## 5. Basic examples

Below will be the basic learning examples to get you familiarized with how to setup and put the QScintilla editor component on the screen and start editing some text. Most of the parts of the QScintilla visual description chapter will be explained here briefly.

***As this is learn-by-example guide, in this chapter the core functionalities will be described in much detail.***

For all examples below on GNU/Linux operating systems substitute the executing command “`python script_name.py`” with “`python3 script_name.py`” if you have both Python2 and Python3 installed.

**ALL THE EXAMPLES SHOULD BE PROVIDED WITH THIS DOCUMENTATION.** Otherwise the code examples can be copied into your favourite editor, saved and executed with Python 3.

### 5.1. Qscintilla's “Hello World” example

So lets start with the mandatory “Hello World” example. The code is in chapter X, link here: X.1. Hello World.

Execute the example file ***hello\_qscintilla.py*** with Python 3, provided along with this documentation. If you do not have the example files, save the above code to a text file called ***hello\_qscintilla.py*** and run it using:

```
python hello_qscintilla.py
```

A new window should appear with a QScintilla text editing component inside it with the text “Hello World” already entered into the editor's editing area. Click inside the window and type something. You will see that you're already editing text.

#### 5.1.1. Code breakdown

Pretty straightforward code, here are the key points:

- We import all of the needed modules (*lines 1 to 6*)
- Create a `PyQt5.QtWidgets.QApplication` object instance (*line 10*). This is the main object which needs to be initialized and handles things like widget initialization and finalization.
- Create a `PyQt5.Qsci.QsciScintilla` object instance (*line 13*). This is our main editing object.
- Show the QScintilla editor widget using the `QWidget`'s [\*\*\*show\*\*\*](#) method (*line 16*). As QScintilla inherits from the `QWidget` object, it has all of `QWidget`'s methods. The ***show*** method shows the widget and its child widgets on the screen in a new window.

**This way of displaying the QScintilla editor on the screen is not recommended! Always use a `PyQt5.QtWidgets.QMainWindow` as the main widget and set it's central widget to be the editor! That way all events in**



**the editor will be handled properly. BUT FOR THIS SIMPLE EXAMPLE IT WILL BE OK.**

- Next is an example of directly setting the QScintilla editor's text using the [setText](#) method (*line 18*). This method sets the text to the string you enter as the argument **AND** also resets the undo/redo buffer of the editor. QScintilla has an internal buffer that you that stores all of the text changes until it runs out of memory and cannot store any more. I personally have never reached this limit.
- And lastly we execute the application (*line 21*). This is called in all PyQt applications, but sometimes with a different style like `sys.exit(app.exec_())`, so that the application does not run any code after the PyQt application is closed.

## 5.2. Customization example

Let's show some customizing of various QScintilla settings by modifying the previous example. This example will disable the editor's lexer. Some customization features are only accessible with a lexer, but that will be shown in a later example. The entire code example is in chapter X, link here: X.2. Customization

Run the example *customization.py* or save the code to a file and execute it with Python 3. There is a lot going on in this example, so each of the sections will be explained in detail in the next paragraph.

### 5.2.1. Code breakdown

This example will be broken down into separate sections. The sections are divided with docstrings, the triple double-quoted strings at the top of each section.

- **Initialization:**  
Nothing special here, same basic initialization process. The only thing added was the **append** method, which just adds the parameter string to the editors text.
- **General customizations:**

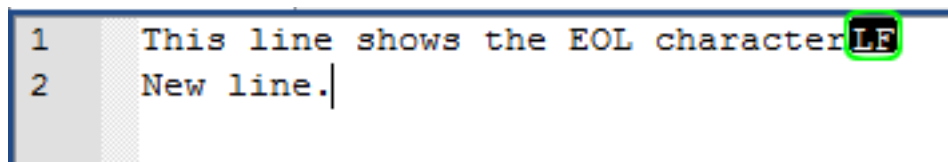
```
"""
Customization - GENERAL
"""
1. # Disable the lexer
2. editor.setLexer(None)
3. # Set the encoding to UTF-8
4. editor.setUtf8(True)
5. # Set the End-Of-Line character to Unix style ('\n')
6. editor.setEolMode(PyQt5.Qsci.QsciScintilla.EolUnix)
7. # Make End-Of-Line characters visible
8. editor.setEolVisibility(True)
9. # Make selecting text between multiple lines paint
```

```

10.# the selection field to the end of the editor, not
11.# just to the end of the line text.
12.editor.setSelectionToEol(True)
13.# Set the zoom factor, the factor is in points.
14.editor.zoomTo(4)

```

- Disabling the lexer is done in line 2. We simply set the lexer to **None** with the **setLexer** method. As described in chapter 1.6.1. Default lexer, by default the lexer is disabled, so this step can be skipped.
- In line 4 we set the editor's encoding to UTF-8 with the **setUtf8** method. If the **setUtf8** method's parameter is **False**, the QScintilla editor's encoding will be set to ASCII and will show non-ASCII characters as **questionmarks (?)**. Be careful when changing the encoding from UTF-8 to ASCII at runtime, you will get some interesting squiggles and symbols if you used UTF-8 characters.
- Line 6 set the End-Of-Line mode for the editor's document with the **setEolMode** method. This selects how line endings will be interpreted when using the **text** method. This comes into play when you will be saving or manipulating the editor's text in code. In the above example the line endings are set to **Unix** mode, which means the **Line-Feed (\n)** character. All End-Of-Line options are described in 3.2. End-Of-Line (EOL) options .
- Line 8 we set the End-Of-Line (EOL) character to be visible with the **setEolVisibility** method. In the below example the EOL character is circled in green:



```

1 This line shows the EOL character LF
2 New line.|

```

- In line 10 we set the zoom factor for the editor with the **zoomTo** method. This sets the current base font size to the size you set the parameter of the method to. Experiment with different parameters to see the effects. This recalculates all the font sizes in the editor.

- **Line wrapping customizations:**

```

1. """
2. Customization - LINE WRAPPING
3. """
4. # Set the text wrapping mode to word wrap
5. editor.setWrapMode(PyQt5.Qsci.QsciScintilla.WrapWord)
6. # Set the text wrapping mode visual indication
7. editor.setWrapVisualFlags(PyQt5.Qsci.QsciScintilla.WrapFlagByText)
8. # Set the text wrapping to indent the wrapped lines
9. editor.setWrapIndentMode(PyQt5.Qsci.QsciScintilla.WrapIndentSame)

```

- Wrapping mode is selected in line 5 with the **setWrapMode** method. There are 4 wrap modes to choose from, described in 3.1.1. Text wrapping mode. Here we selected to wrap text at word boundaries.
  - Choosing how wrapping is indicated is set in line 7 with **setWrapVisualFlags** methods.
- **Indentation customizations:**  
 These customizations effect the indentation functionality when pressing the **Tab / Shift + Tab** buttons or using the **indent / unindent** methods.
    1. `"""`
    2. `Customization - INDENTATION`
    3. `"""`
    4. `# Set indentation with spaces instead of tabs`
    5. `editor.setIndentationsUseTabs(False)`
    6. `# Set the tab width to 4 spaces`
    7. `editor.setTabWidth(4)`
    8. `# Set tab indent mode, True indents the with the next`
    9. `# non-whitespace character while False inserts`
    10. `# a tab character`
    11. `editor.setTabIndents(True)`
    12. `# Set autoindentation mode to maintain the indentation`
    13. `# level of the previous line (the editor's lexer HAS`
    14. `# to be disabled)`
    15. `editor.setAutoIndent(True)`
    16. `# Make the backspace jump back to the tab width guides`
    17. `# instead of deleting one character, but only when`
    18. `# there are ONLY whitespaces / tab characters on the`
    19. `# left side of the cursor`
    20. `editor.setBackspaceUnindents(True)`
    21. `# Set indentation guides to be visible`
    22. `editor.setIndentationGuides(True)`
    - In line 5 we choose the indentation functionality to use whitespace characters instead of the tab character (`\t`) with the **setIndentationsUseTabs** method.
    - Line 7 sets the number of characters the indentation functionality indents / unindents by with the **setTabWidth** method. In the above example the indentation is increased or decreased by 4 characters when indenting / unindenting (pressing **Tab** or **Shift+Tab**). More details in chapter 3.3.2. Indentation size.
    - Line 11 sets the special indentation functionality. When set to **False** and when the cursor is in set to a whitespace character in a line and then indent is executed (e.g.: by pressing **Tab**), a Tab character is inserted. For more detailed explanation see chapter 3.3.4. Indentation at spaces options.

- Line 15 sets smart indentation on with the **setAutoIndent** method, which means that when inserting a new line character/s by pressing **Enter/Return**, the new line will be indented to the same indentation level as the previous NON empty line.
- Line 20 sets the **Backspace** key functionality with the **setBackspaceUnindents** method. When set to **True**, this makes pressing the backspace key unindent to columns aligned to the tab width property. Basically when pressing backspace and there are only whitespaces before the cursor position, the cursor will move exactly like as if it was unindenting.
- Line 22 makes the indentation guides (vertical dots where indentations align) visible if set to **True** with the **setIndentationGuides** method.

## FUTURE CHAPTERS:

- ~~Show an example of a **Cython** compiled lexer~~

## X. Appendix: code examples

### X.1. Hello World

```
# Import the PyQt module with all of the graphical widgets
import PyQt5.QtGui
# Import the QScintilla module
import PyQt5.Qsci
# Import Python's sys module needed to get the application arguments
import sys

# Create the main PyQt application object and give it the
# command line arguments passed to the Python application
application = PyQt5.QtWidgets.QApplication(sys.argv)

# Create a QScintilla editor instance
editor = PyQt5.Qsci.QsciScintilla()
# Put the "Hello World" text into the editing area of the editor
editor.setText("Hello World")
# As the QScintilla object inherits from the QWidget object it has
# the show method which displays the widget on the screen. THIS WAY
# OF DISPLAYING THE EDITOR SHOULD NOT BE USE FOR ANYTHING OTHER THAN
# TESTING PURPOSES! USE THE QMainWindow WIDGET AND SET IT'S CENTRAL
# WIDGET TO BE THE EDITOR, SO THAT THE EVENTS ARE PROPERLY HANDLED!
editor.show()

# Execute the application
application.exec_()
```

## X.2. Customization

```
"""
Initialization
"""

# Import the PyQt5 module with some of the GUI widgets
import PyQt5.QtWidgets
# Import the QScintilla module
import PyQt5.Qsci
# Import Python's sys module needed to get the
# application arguments
import sys

# Create the main PyQt application object
application = PyQt5.QtWidgets.QApplication(sys.argv)

# Create a QScintilla editor instance
editor = PyQt5.Qsci.QsciScintilla()
# Set the initial text
editor.setText("Inicialization example.")
# Append some text
editor.append("\nAdded text.")

"""
Customization - GENERAL
"""

# Disable the lexer
editor.setLexer(None)
# Set the encoding to UTF-8
editor.setUtf8(True)
# Set the End-Of-Line character to Unix style ('\n')
editor.setEolMode(PyQt5.Qsci.QsciScintilla.EolUnix)
# Make End-Of-Line characters visible
editor.setEolVisibility(True)
# Set the zoom factor, the factor is in points.
editor.zoomTo(4)

"""
Customization - LINE WRAPPING
"""

# Set the text wrapping mode to word wrap
editor.setWrapMode(PyQt5.Qsci.QsciScintilla.WrapWord)
# Set the text wrapping mode visual indication
```

```

editor.setWrapVisualFlags(PyQt5.Qsci.QsciScintilla.WrapFlagByText)
# Set the text wrapping to indent the wrapped lines
editor.setWrapIndentMode(PyQt5.Qsci.QsciScintilla.WrapIndentSame)

"""
Customization - EDGE MARKER
"""
# Set the edge marker's position and set it to color the
background
# when a line goes over the limit of 50 characters
editor.setEdgeMode(PyQt5.Qsci.QsciScintilla.EdgeBackground)
editor.setEdgeColumn(50)
edge_color = caret_fg_color = PyQt5.QtGui.QColor("#ff00ff00")
editor.setEdgeColor(edge_color)
# Add a long line that will display the edge marker coloring
editor.append("\nSome long line that will display the edge
marker's functionality.")

"""
Customization - INDENTATION
"""
# Set indentation with spaces instead of tabs
editor.setIndentationsUseTabs(False)
# Set the tab width to 4 spaces
editor.setTabWidth(4)
# Set tab indent mode, see the 3.3.4 chapter in QSciDocs
# for a detailed explanation
editor.setTabIndents(True)
# Set autoindentation mode to maintain the indentation
# level of the previous line (the editor's lexer HAS
# to be disabled)
editor.setAutoIndent(True)
# Make the backspace jump back to the tab width guides
# instead of deleting one character, but only when
# there are ONLY whitespaces on the left side of the
# cursor
editor.setBackspaceUnindents(True)
# Set indentation guides to be visible
editor.setIndentationGuides(True)

"""
Customization - CARET (the blinking cursor indicator)
"""
# Set the caret color to red

```



```

caret_fg_color=PyQt5.QtGui.QColor("#ffff0000")
editor.setCaretForegroundColor(caret_fg_color)
# Enable and set the caret line background color to slightly
transparent blue
editor.setCaretLineVisible(True)
caret_bg_color=PyQt5.QtGui.QColor("#7f0000ff")
editor.setCaretLineBackgroundColor(caret_bg_color)
# Set the caret width of 4 pixels
editor.setCaretWidth(4)

"""
Customization - AUTOCOMPLETION (Partially usable without a lexer)
"""
# Set the autocompletions to case INsensitive
editor.setAutoCompletionCaseSensitivity(False)
# Set the autocompletion to not replace the word to the right
of the cursor
editor.setAutoCompletionReplaceWord(False)
# Set the autocompletion source to be the words in the
# document
editor.setAutoCompletionSource(PyQt5.Qsci.QsciScintilla.AcsDocument)
# Set the autocompletion dialog to appear as soon as 1
character is typed
editor.setAutoCompletionThreshold(1)

# For the QScintilla editor to properly process events we
# need to add it to a QMainWindow object.
main_window=PyQt5.QtWidgets.QMainWindow()
# Set the central widget of the main window to
# be the editor
main_window.setCentralWidget(editor)
# Resize the main window and show it on the screen
main_window.resize(800, 600)
main_window.show()

# Execute the application
application.exec_()

```

## X.3. Margins

```
# Import the PyQt5 module with some of the GUI widgets
import PyQt5.QtWidgets
# Import the QScintilla module
import PyQt5.Qsci
# Import Python's sys module needed to get the application
arguments
import sys

# Create the main PyQt application object
application = PyQt5.QtWidgets.QApplication(sys.argv)

# Create a QScintilla editor instance
editor = PyQt5.Qsci.QsciScintilla()
# Set the initial text
editor.setText("Inicialization example.")
# Append some text
editor.append("\nAdded text.")

"""
Line number margin
"""
# Set margin 0 as the line margin (this is the default, so you
can skip this step)
editor.setMarginType(0, PyQt5.Qsci.QsciScintilla.NumberMargin)
# Set the width of the line number margin with a string, which
sets the width
# to the width of the entered string text. There is also an
alternative function
# with the same name which you can use to set the width
directly in number of pixels.
editor.setMarginWidth(0, "00")

"""
Symbol margin - Used to display custom symbols
"""
# Set margin 1 as a symbol margin (this is the default, so you
can skip this step)
editor.setMarginType(1, PyQt5.Qsci.QsciScintilla.SymbolMargin)
# Set the margin's width
editor.setMarginWidth(1, 20)
# Prepare an image for the marker
```

```

image_scale_size = PyQt5.QtCore.QSize(16, 16)
marker_image = PyQt5.QtGui.QPixmap("marker_image.png")
scaled_image = marker_image.scaled(image_scale_size)
# Set the margin mask (mask constant ~SC_MASK_FOLDERS enables
all markers!)
# This sets which of the 32 markers will be visible on margin
1
editor.setMarginMarkerMask(
    1, ~PyQt5.Qsci.QsciScintillaBase.SC_MASK_FOLDERS
)
# Just for info we display the margin mask, which should be:
0b11111111111111111111111111111111
# which means all 32 markers are enabled.
print(bin(editor.marginMarkerMask(1)))
# Create and add marker on margin 1
marker = editor.markerDefine(scaled_image, 1)
editor.markerAdd(1, 1)

"""
Symbol margin with the background color set to the editor's default
paper (background) color
"""

# Set margin 2 as a symbol margin with customizable background
color
editor.setMarginType(2,
PyQt5.Qsci.QsciScintilla.SymbolMarginDefaultBackgroundColor)
# Set the margin's width
editor.setMarginWidth(2, "000000")

"""
Symbol margin with the background color set to the editor's default
font color
"""

# Set margin 4 as a symbol margin with customizable background
color
editor.setMarginType(3,
PyQt5.Qsci.QsciScintilla.SymbolMarginDefaultForegroundColor)
# Set the margin's width
editor.setMarginWidth(3, "0000")
# Set the margin mask to display all markers
editor.setMarginMarkerMask(
    3, 0b11111111111111111111111111111111
)

```

```

# Add a marker that is built into QScintilla.
# Note that the marker will be displayed on all symbol margins
with the
# third marker bit set to '1'!
marker =
editor.markerDefine(PyQt5.Qsci.QsciScintilla.Rectangle, 2)
editor.markerAdd(0, 2)

"""
Text margin
"""

# Set margin 5 as a symbol margin with customizable background
color
editor.setMarginType(4, PyQt5.Qsci.QsciScintilla.TextMargin)
# Set the margin's width
editor.setMarginWidth(4, "00000")
# Set the margin's text on line 1 font style 0
# Style 0 is taken from the current lexer, I think!
editor.setMarginText(0, "line1", 0)
# Create a new style and set it on line 2 with some text
style=PyQt5.Qsci.QsciStyle(
    2, # style (This has to be set to something other than 0, as
that is the default)
    "new style", # description
    PyQt5.QtGui.QColor(0x8a, 0xe2, 0x34, 80), # color (font)
    PyQt5.QtGui.QColor(0xff, 0xff, 0xff, 0xff), # paper
(background)
    PyQt5.QtGui.QFont('Helvetica', 10), # font
    eolFill=False, # End-Of-Line Fill
)
editor.setMarginText(1, "line2", style)

# For the QScintilla editor to properly process events we need
to add it to
# a QMainWindow object.
main_window=PyQt5.QtWidgets.QMainWindow()
# Set the central widget of the main window to be the editor
main_window.setCentralWidget(editor)
# Resize the main window and show it on the screen
main_window.resize(800, 600)
main_window.show()

# Execute the application

```

```
application.exec_()
```

## X.4. Custom lexer – basic

```
# Import the PyQt5 module with some of the GUI widgets
import PyQt5.QtWidgets
# Import the QScintilla module
import PyQt5.Qsci
# Import Python's sys module needed to get the application
arguments
import sys
import re

# Create a custom Nim lexer
class LexerNim(PyQt5.Qsci.QsciLexerCustom):
    styles = {
        "Default" : 0,
        "Keyword" : 1,
        "Unsafe" : 2,
        "MultilineComment" : 3,
    }
    keyword_list = [
        "block", "const", "export", "import", "include", "let",
        "static", "type", "using", "var", "when",
        "as", "atomic", "bind", "sizeof",
        "break", "case", "continue", "converter",
        "discard", "distinct", "do", "echo", "elif", "else", "end",
        "except", "finally", "for", "from", "defined",
        "if", "interface", "iterator", "macro", "method", "mixin",
        "of", "out", "proc", "func", "raise", "ref", "result",
        "return", "template", "try", "inc", "dec", "new", "quit",
        "while", "with", "without", "yield", "true", "false",
        "assert", "min", "max", "newseq", "len", "pred", "succ",
        "contains", "cmp", "add", "del", "deepcopy", "shallowcopy",
        "abs", "clamp", "isnil", "open", "reopen", "close", "readall",
```

```

        "readfile", "writefile", "endoffile", "readline",
        "writeline",
    ]
    unsafe_keyword_list = [
        "asm", "addr", "cast", "ptr", "pointer", "alloc", "alloc0",
        "allocshared0", "dealloc", "realloc", "nil", "gc_ref",
        "gc_unref", "copymem", "zeromem", "equalmem", "movemem",
        "gc_disable", "gc_enable",
    ]

    def __init__(self, parent=None):
        # Initialize superclass
        super().__init__(parent)
        # Set the default style values
        self.setDefaultColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x00))
        self.setDefaultPaper(PyQt5.QtGui.QColor(0xff, 0xff, 0xff))
        self.setDefaultFont(PyQt5.QtGui.QFont("Courier", 8))
        # Initialize all style colors
        self.init_colors()
        # Init the fonts
        for i in range(len(self.styles)):
            if i == self.styles["Keyword"]:
                self.setFont(PyQt5.QtGui.QFont("Courier", 8,
weight=PyQt5.QtGui.QFont.Black), i)
            else:
                self.setFont(PyQt5.QtGui.QFont("Courier", 8), i)

    def init_colors(self):
        # Font color
        self.setColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x00),
self.styles["Default"])
        self.setColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x7f),
self.styles["Keyword"])
        self.setColor(PyQt5.QtGui.QColor(0x7f, 0x00, 0x00),
self.styles["Unsafe"])
        self.setColor(PyQt5.QtGui.QColor(0x7f, 0x7f, 0x00),
self.styles["MultilineComment"])
        # Paper color
        for i in range(len(self.styles)):
            self.setPaper(PyQt5.QtGui.QColor(0xff, 0xff, 0xff), i)

```

```

def language(self):
    return "Nim"

def description(self, style):
    if style < len(self.styles):
        description = "Custom lexer for the Nim programming
languages"
    else:
        description = ""
    return description

def styleText(self, start, end):
    # Initialize the styling
    self.startStyling(start)
    # Tokenize the text that needs to be styled using regular
expressions.
    # To style a sequence of characters you need to know the
length of the sequence
    # and which style you wish to apply to the sequence. It is
up to the implementer
    # to figure out which style the sequence belongs to.
    # THE PROCEDURE SHOWN BELOW IS JUST ONE OF MANY!
    splitter = re.compile(r"(\
{\.|\.\.}|\#|\'|\"|\"|\"|\"|\n|\s+|\w+|\W)")
    # Scintilla works with bytes, so we have to adjust the
start and end boundaries.
    # Like all Qt objects the lexers parent is the QScintilla
editor.
    text = self.parent().text()[start:end]
    tokens = [(token, len(bytearray(token, "utf-8")) for token in
splitter.findall(text)]
    # Style the text in a loop
    for i, token in enumerate(tokens):
        if token[0] in self.keyword_list:
            # Keyword
            self.setStyling(token[1], self.styles["Keyword"])
        elif token[0] in self.unsafe_keyword_list:
            # Keyword
            self.setStyling(token[1], self.styles["Unsafe"])
        else:
            # Style with the default style

```

```

        self.setStyleing(token[1], self.styles["Default"])

# Create the main PyQt application object
application = PyQt5.QtWidgets.QApplication(sys.argv)

# Create a QScintilla editor instance
editor = PyQt5.Qsci.QsciScintilla()
# Set the lexer to the custom Nim lexer
nim_lexer = LexerNim(editor)
editor.setLexer(nim_lexer)
# Set the initial text
editor.setText(
"""
proc python_style_text*(self, args: PyObjectPtr): PyObjectPtr
{.exportc, cdecl.} =
    var
        result_object: PyObjectPtr
        value_start, value_end: cint
        lexer, editor: PyObjectPtr
        parse_result: cint

    parse_result = argParseTuple(
        args,
        "iiOO",
        addr(value_start),
        addr(value_end),
        addr(lexer),
        addr(editor),
    )
    if parse_result == 0:
        echo "Napaka v pretvarjanju argumentov v funkcijo!"
        return None()
    var
        text_method = objectGetAttr(editor, buildValue("s",
cstring("text")))
        text_object = objectCallObject(text_method, tupleNew(0))
        string_object = unicodeAsEncodedString(text_object, "utf-8",
nil)
        cstring_whole_text = bytesAsString(string_object)
        whole_text = $cstring_whole_text

```



```

    text = whole_text[int(value_start)..int(value_end-1)]
    text_length = len(text)
    current_token: string = ""
# Prepare the objects that will be called as functions
var
    start_styling_obj: PyObjectPtr
    start_args: PyObjectPtr
    set_styling_obj: PyObjectPtr
    set_args: PyObjectPtr
    send_scintilla_obj: PyObjectPtr
    send_args: PyObjectPtr
    start_styling_obj = objectGetAttr(lexer, buildValue("s",
cstring("startStyling")))
    start_args = tupleNew(1)
    set_styling_obj = objectGetAttr(lexer, buildValue("s",
cstring("setStyling")))
    set_args = tupleNew(2)
    send_scintilla_obj = objectGetAttr(editor, buildValue("s",
cstring("SendScintilla")))
    send_args = tupleNew(2)

# Template for final cleanup
template clean_up() =
    xDecref(text_method)
    xDecref(text_object)
    xDecref(string_object)
    xDecref(args)
    xDecref(result_object)

    xDecref(start_styling_obj)
    xDecref(start_args)
    xDecref(set_styling_obj)
    xDecref(set_args)
    xDecref(send_scintilla_obj)
    xDecref(send_args)
# Template for the lexers setStyling function
template set_styling(length: int, style: int) =
    discard tupleSetItem(set_args, 0, buildValue("i", length))
    discard tupleSetItem(set_args, 1, buildValue("i", style))
    discard objectCallObject(set_styling_obj, set_args)
# Procedure for getting previous style

```

```

proc get_previous_style(): int =
  discard tupleSetItem(send_args, 0, buildValue("i",
SCI_GETSTYLEAT))
  discard tupleSetItem(send_args, 1, buildValue("i",
value_start - 1))
  result = longAsLong(objectCallObject(send_scintilla_obj,
send_args))
  xDecref(send_args)
  # Template for starting styling
  template start_styling() =
    discard tupleSetItem(start_args, 0, buildValue("i",
value_start))
    discard objectCallObject(start_styling_obj, start_args)
  # Safety
  if set_styling_obj == nil:
    raise newException(FieldError, "Lexer doesn't contain the
'setStyling' method!")
  elif start_styling_obj == nil:
    raise newException(FieldError, "Lexer doesn't contain the
'startStyling' method!")
  elif send_scintilla_obj == nil:
    raise newException(FieldError, "Editor doesn't contain the
'SendScintilla' method!")
  # Styling initialization
  start_styling()
  #-----
var
  actseq = SeqActive(active: false)
  token_name: string = ""
  previous_token: string = ""
  token_start: int = 0
  token_length: int = 0
  # Check previous style
  if value_start != 0:
    var previous_style = get_previous_style()
    for i in multiline_sequence_list:
      if previous_style == i.style:
        actseq.sequence = i
        actseq.active = true
        break
  # Style the tokens accordingly

```

```

    proc check_start_sequence(pos: int, sequence: var SeqActive):
    bool =
        for s in sequence_lists:
            var found = true
            for i, ch in s.start.pairs:
                if text[pos+i] != ch:
                    found = false
                    break
            if found == false:
                continue
            sequence.sequence = s
            return true
        return false

    proc check_stop_sequence(pos: int, actseq: SeqActive): bool =
        if text[pos] in actseq.sequence.stop_extra:
            return true
        if pos > 0 and (text[pos-1] in
actseq.sequence.negative_lookbehind):
            return false
        for i, s in actseq.sequence.stop.pairs:
            if text[pos+i] != s:
                return false
        return true

    template style_token(token_name: string, token_length: int) =
        if token_length > 0:
            if token_name in keywords:
                set_styling(token_length, styles["Keyword"])
                previous_token = token_name
            elif token_name in custom_keywords:
                set_styling(token_length, styles["CustomKeyword"])
            elif token_name[0].isdigit() or (token_name[0] == '.' and
token_name[1].isdigit()):
                set_styling(token_length, styles["Number"])
            elif previous_token == "class":
                set_styling(token_length, styles["ClassName"])
                previous_token = ""
            elif previous_token == "def":
                set_styling(token_length, styles["FunctionMethodName"])

```

```

        previous_token = ""
    else:
        set_styling(token_length, styles["Default"])

var i = 0
token_start = i
while i < text_length:
    if actseq.active == true or check_start_sequence(i, actseq) ==
true:
        #[
            Multiline sequence already started in the previous line or
            a start sequence was found
        ]#
        if actseq.active == false:
            # Style the currently accumulated token
            token_name = text[token_start..i]
            token_length = i - token_start
            style_token(token_name, token_length)
        # Set the states and reset the flags
        token_start = i
        token_length = 0
        if actseq.active == false:
            i += len(actseq.sequence.start)
        while i < text_length:
            # Check for end of comment
            if check_stop_sequence(i, actseq) == true:
                i += len(actseq.sequence.stop)
                break
            i += 1
        # Style text
        token_length = i - token_start
        set_styling(token_length, actseq.sequence.style)
        # Style the separator tokens after the sequence, if any
        token_start = i
        while text[i] in extended_separators and i < text_length:
            i += 1
        token_length = i - token_start
        if token_length > 0:
            set_styling(token_length, styles["Default"])
        # Set the states and reset the flags

```

```

        token_start = i
        token_length = 0
        # Skip to the next iteration, because the index is
already
        # at the position at the end of the string
        actseq.active = false
        continue
    elif text[i] in extended_separators:
        #[
        Separator found
    ]#
        token_name = text[token_start..i-1]
        token_length = len(token_name)
        if token_length > 0:
            style_token(token_name, token_length)
            token_start = i
            while text[i] in extended_separators and i < text_length:
                i += 1
            token_length = i - token_start
            if token_length > 0:
                set_styling(token_length, styles["Default"])
            # State reset
            token_start = i
            token_length = 0
            continue
        else:
            while text[i] in extended_separators and i < text_length:
                i += 1
            token_length = i - token_start
            if token_length > 0:
                set_styling(token_length, styles["Default"])
            # State reset
            token_start = i
            token_length = 0
            continue
    # Update loop variables
    inc(i)
    # Check for end of text
    if i == text_length:
        token_name = text[token_start..i-1]

```

```

        token_length = len(token_name)
        style_token(token_name, token_length)
    elif i > text_length:
        raise newException(
            IndexError,
            "Styling went over the text length limit!"
        )
#-----
    clean_up()
    return None()
"""
)

```

```

# For the QScintilla editor to properly process events we need
to add it to
# a QMainWindow object.
main_window = PyQt5.QtWidgets.QMainWindow()
# Set the central widget of the main window to be the editor
main_window.setCentralWidget(editor)
# Resize the main window and show it on the screen
main_window.resize(800, 600)
main_window.show()

# Execute the application
application.exec_()

```

## X.5. Custom lexer – advanced

```
# Import the PyQt5 module with some of the GUI widgets
import PyQt5.QtWidgets
# Import the QScintilla module
import PyQt5.Qsci
# Import Python's sys module needed to get the application
arguments
import sys
import re

# Create a custom Nim lexer
class LexerNim(PyQt5.Qsci.QsciLexerCustom):
    styles = {
        "Default" : 0,
        "Keyword" : 1,
        "Unsafe" : 2,
        "MultilineComment" : 3,
    }
    keyword_list = [
        "block", "const", "export", "import", "include", "let",
        "static", "type", "using", "var", "when",
        "as", "atomic", "bind", "sizeof",
        "break", "case", "continue", "converter",
        "discard", "distinct", "do", "echo", "elif", "else", "end",
        "except", "finally", "for", "from", "defined",
        "if", "interface", "iterator", "macro", "method", "mixin",
        "of", "out", "proc", "func", "raise", "ref", "result",
        "return", "template", "try", "inc", "dec", "new", "quit",
        "while", "with", "without", "yield", "true", "false",
        "assert", "min", "max", "newseq", "len", "pred", "succ",
        "contains", "cmp", "add", "del", "deepcopy", "shallowcopy",
        "abs", "clamp", "isnil", "open", "reopen", "close", "readall",
        "readfile", "writefile", "endoffile", "readline",
        "writeline",
    ]
    unsafe_keyword_list = [
        "asm", "addr", "cast", "ptr", "pointer", "alloc", "alloc0",
        "allocshared0", "dealloc", "realloc", "nil", "gc_ref",
        "gc_unref", "copymem", "zeromem", "equalmem", "movemem",
        "gc_disable", "gc_enable",
```

```

]

def __init__(self, parent=None):
    # Initialize superclass
    super().__init__(parent)
    # Set the default style values
    self.setDefaultColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x00))
    self.setDefaultPaper(PyQt5.QtGui.QColor(0xff, 0xff, 0xff))
    self.setDefaultFont(PyQt5.QtGui.QFont("Courier", 8))
    # Initialize all style colors
    self.init_colors()
    # Init the fonts
    for i in range(len(self.styles)):
        if i == self.styles["Keyword"]:
            # Make keywords bold
            self.setFont(PyQt5.QtGui.QFont("Courier", 8,
weight=PyQt5.QtGui.QFont.Black), i)
        else:
            self.setFont(PyQt5.QtGui.QFont("Courier", 8), i)
    # Set the Keywords style to be clickable with hotspots
    # using the scintilla low level messaging system
    parent.SendScintilla(
        PyQt5.Qsci.QsciScintillaBase.SCI_STYLESETHOTSPOT,
        self.styles["Keyword"],
        True
    )
    parent.SendScintilla(
        PyQt5.Qsci.QsciScintillaBase.SCI_SETHOTSPOTACTIVEFORE,
        True,
        PyQt5.QtGui.QColor(0x00, 0x7f, 0xff)
    )
    parent.SendScintilla(
        PyQt5.Qsci.QsciScintillaBase.SCI_SETHOTSPOTACTIVEUNDERLINE,
        True
    )
    # Define a hotspot click function
    def hotspot_click(position, modifiers):
        """
        Simple example for getting the clicked token

```



```

"""
text = parent.text()
delimiters = [
    '(', ')', '[', ']', '{', '}', ' ', '.', ',', ';', '-',
    '+', '=', '/', '*', '#'
]
start = 0
end = 0
for i in range(position+1, len(text)):
    if text[i] in delimiters:
        end = i
        break
for i in range(position, -1, -1):
    if text[i] in delimiters:
        start = i
        break
clicked_token = text[start:end].strip()
# Print the token and replace it with the string "CLICK"
print("'" + clicked_token + "'")
parent.setSelection(0, start+1, 0, end)
parent.replaceSelectedText("CLICK")
# Attach the hotspot click signal to a predefined function
parent.SCN_HOTSPOTCLICK.connect(hotspot_click)

def init_colors(self):
    # Font color
    self.setColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x00),
self.styles["Default"])
    self.setColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x7f),
self.styles["Keyword"])
    self.setColor(PyQt5.QtGui.QColor(0x7f, 0x00, 0x00),
self.styles["Unsafe"])
    self.setColor(PyQt5.QtGui.QColor(0x7f, 0x7f, 0x00),
self.styles["MultilineComment"])
    # Paper color
    for i in range(len(self.styles)):
        self.setPaper(PyQt5.QtGui.QColor(0xff, 0xff, 0xff), i)

def language(self):
    return "Nim"

```

```

def description(self, style):
    if style < len(self.styles):
        description = "Custom lexer for the Nim programming
languages"
    else:
        description = ""
    return description

def styleText(self, start, end):
    # Initialize the styling
    self.startStyling(start)
    # Tokenize the text that needs to be styled using regular
expressions.
    # To style a sequence of characters you need to know the
length of the sequence
    # and which style you wish to apply to the sequence. It is
up to the implementer
    # to figure out which style the sequence belongs to.
    # THE PROCEDURE SHOWN BELOW IS JUST ONE OF MANY!
    splitter = re.compile(r"(\
{\.|\.\.|\}|\\#|\\'|\\\"\\\"|\\n|\\s+|\\w+|\\W}")
    # Scintilla works with bytes, so we have to adjust the
start and end boundaries.
    # Like all Qt objects the lexers parent is the QScintilla
editor.
    text = bytearray(self.parent().text(), "utf-8")
[start:end].decode("utf-8")
    tokens = [
        (token, len(bytearray(token, "utf-8")))
        for token in splitter.findall(text)
    ]
    # Multiline styles
    multiline_comment_flag = False
    # Check previous style for a multiline style
    if start != 0:
        previous_style =
editor.SendScintilla(editor.SCI_GETSTYLEAT, start - 1)
        if previous_style == self.styles["MultilineComment"]:
            multiline_comment_flag = True
    # Style the text in a loop

```

```

    for i, token in enumerate(tokens):
        if multiline_comment_flag == False and token[0] == "#" and
tokens[i+1][0] == "[":
            # Start of a multiline comment
            self.setStyle(token[1],
self.styles["MultilineComment"])
            # Set the multiline comment flag
            multiline_comment_flag = True
        elif multiline_comment_flag == True:
            # Multiline comment flag is set
            self.setStyle(token[1],
self.styles["MultilineComment"])
            # Check if a multiline comment ends
            if token[0] == "#" and tokens[i-1][0] == "]":
                multiline_comment_flag = False
            elif token[0] in self.keyword_list:
                # Keyword
                self.setStyle(token[1], self.styles["Keyword"])
            elif token[0] in self.unsafe_keyword_list:
                # Keyword
                self.setStyle(token[1], self.styles["Unsafe"])
            else:
                # Style with the default style
                self.setStyle(token[1], self.styles["Default"])

```

```

# Create the main PyQt application object

```

```

application = PyQt5.QtWidgets.QApplication(sys.argv)

```

```

# Create a QScintilla editor instance

```

```

editor = PyQt5.Qsci.QsciScintilla()

```

```

# Set the lexer to the custom Nim lexer

```

```

nim_lexer = LexerNim(editor)

```

```

editor.setLexer(nim_lexer)

```

```

# Set the initial text with some Nim code

```

```

editor.setText(

```

```

"""

```

```

proc python_style_text*(self, args: PyObjectPtr): PyObjectPtr

```

```

{.exportc, cdecl.} =

```

```

var

```

```

    result_object: PyObjectPtr

```

```

    value_start, value_end: cint
    lexer, editor: PyObjectPtr
    parse_result: cint

parse_result = argParseTuple(
    args,
    "iiOO",
    addr(value_start),
    addr(value_end),
    addr(lexer),
    addr(editor),
)

#[
    if parse_result == 0:
        echo "Napaka v pretvarjanju argumentov v funkcijo!"
        returnNone()
]#

var
    text_method = objectGetAttr(editor, buildValue("s",
cstring("text")))
    text_object = objectCallObject(text_method, tupleNew(0))
    string_object = unicodeAsEncodedString(text_object, "utf-8",
nil)
    cstring_whole_text = bytesAsString(string_object)
    whole_text = $cstring_whole_text
    text = whole_text[int(value_start)..int(value_end-1)]
    text_length = len(text)
    current_token: string = ""
# Prepare the objects that will be called as functions
var
    start_styling_obj: PyObjectPtr
    start_args: PyObjectPtr
    set_styling_obj: PyObjectPtr
    set_args: PyObjectPtr
    send_scintilla_obj: PyObjectPtr
    send_args: PyObjectPtr
    start_styling_obj = objectGetAttr(lexer, buildValue("s",
cstring("startStyling")))
    start_args = tupleNew(1)

```

```

    set_styling_obj = objectGetAttr(lexer, buildValue("s",
cstring("setStyling")))
    set_args = tupleNew(2)
    send_scintilla_obj = objectGetAttr(editor, buildValue("s",
cstring("SendScintilla")))
    send_args = tupleNew(2)

# Template for final cleanup
template clean_up() =
    xDecref(text_method)
    xDecref(text_object)
    xDecref(string_object)
    xDecref(args)
    xDecref(result_object)

    xDecref(start_styling_obj)
    xDecref(start_args)
    xDecref(set_styling_obj)
    xDecref(set_args)
    xDecref(send_scintilla_obj)
    xDecref(send_args)
# Template for the lexers setStyling function
template set_styling(length: int, style: int) =
    discard tupleSetItem(set_args, 0, buildValue("i", length))
    discard tupleSetItem(set_args, 1, buildValue("i", style))
    discard objectCallObject(set_styling_obj, set_args)
# Procedure for getting previous style
proc get_previous_style(): int =
    discard tupleSetItem(send_args, 0, buildValue("i",
SCI_GETSTYLEAT))
    discard tupleSetItem(send_args, 1, buildValue("i",
value_start - 1))
    result = longAsLong(objectCallObject(send_scintilla_obj,
send_args))
    xDecref(send_args)
# Template for starting styling
template start_styling() =
    discard tupleSetItem(start_args, 0, buildValue("i",
value_start))
    discard objectCallObject(start_styling_obj, start_args)
# Safety

```

```

    if set_styling_obj == nil:
        raise newException(FieldError, "Lexer doesn't contain the
'setStyling' method!")
    elif start_styling_obj == nil:
        raise newException(FieldError, "Lexer doesn't contain the
'startStyling' method!")
    elif send_scintilla_obj == nil:
        raise newException(FieldError, "Editor doesn't contain the
'SendScintilla' method!")
    # Styling initialization
    start_styling()
    #-----
var
    actseq = SeqActive(active: false)
    token_name: string = ""
    previous_token: string = ""
    token_start: int = 0
    token_length: int = 0
# Check previous style
if value_start != 0:
    var previous_style = get_previous_style()
    for i in multiline_sequence_list:
        if previous_style == i.style:
            actseq.sequence = i
            actseq.active = true
            break
# Style the tokens accordingly
proc check_start_sequence(pos: int, sequence: var SeqActive):
bool =
    for s in sequence_lists:
        var found = true
        for i, ch in s.start.pairs:
            if text[pos+i] != ch:
                found = false
                break
        if found == false:
            continue
        sequence.sequence = s
        return true
    return false

```

```

proc check_stop_sequence(pos: int, actseq: SeqActive): bool =
  if text[pos] in actseq.sequence.stop_extra:
    return true
  if pos > 0 and (text[pos-1] in
actseq.sequence.negative_lookbehind):
    return false
  for i, s in actseq.sequence.stop.pairs:
    if text[pos+i] != s:
      return false
  return true

template style_token(token_name: string, token_length: int) =
  if token_length > 0:
    if token_name in keywords:
      set_styling(token_length, styles["Keyword"])
      previous_token = token_name
    elif token_name in custom_keywords:
      set_styling(token_length, styles["CustomKeyword"])
    elif token_name[0].isdigit() or (token_name[0] == '.' and
token_name[1].isdigit()):
      set_styling(token_length, styles["Number"])
    elif previous_token == "class":
      set_styling(token_length, styles["ClassName"])
      previous_token = ""
    elif previous_token == "def":
      set_styling(token_length, styles["FunctionMethodName"])
      previous_token = ""
    else:
      set_styling(token_length, styles["Default"])

var i = 0
token_start = i
while i < text_length:
  if actseq.active == true or check_start_sequence(i, actseq) ==
true:
    #[
      Multiline sequence already started in the previous line or
      a start sequence was found
    ]#
  if actseq.active == false:
    # Style the currently accumulated token

```

```

        token_name = text[token_start..i]
        token_length = i - token_start
        style_token(token_name, token_length)
    # Set the states and reset the flags
    token_start = i
    token_length = 0
    if actseq.active == false:
        i += len(actseq.sequence.start)
    while i < text_length:
        # Check for end of comment
        if check_stop_sequence(i, actseq) == true:
            i += len(actseq.sequence.stop)
            break
        i += 1
    # Style text
    token_length = i - token_start
    set_styling(token_length, actseq.sequence.style)
    # Style the separator tokens after the sequence, if any
    token_start = i
    while text[i] in extended_separators and i < text_length:
        i += 1
    token_length = i - token_start
    if token_length > 0:
        set_styling(token_length, styles["Default"])
    # Set the states and reset the flags
    token_start = i
    token_length = 0
    # Skip to the next iteration, because the index is
already
    # at the position at the end of the string
    actseq.active = false
    continue
elif text[i] in extended_separators:
    #[
        Separator found
    ]#
    token_name = text[token_start..i-1]
    token_length = len(token_name)
    if token_length > 0:
        style_token(token_name, token_length)

```



```

        token_start = i
        while text[i] in extended_separators and i < text_length:
            i += 1
        token_length = i - token_start
        if token_length > 0:
            set_styling(token_length, styles["Default"])
            # State reset
            token_start = i
            token_length = 0
            continue
    else:
        while text[i] in extended_separators and i < text_length:
            i += 1
        token_length = i - token_start
        if token_length > 0:
            set_styling(token_length, styles["Default"])
            # State reset
            token_start = i
            token_length = 0
            continue
    # Update loop variables
    inc(i)
    # Check for end of text
    if i == text_length:
        token_name = text[token_start..i-1]
        token_length = len(token_name)
        style_token(token_name, token_length)
    elif i > text_length:
        raise newException(IndexError, "Styling went over the text
length limit!")
    #-----
    clean_up()
    return None()
"""
)

```

```

# For the QScintilla editor to properly process events we need
to add it to
# a QMainWindow object.
main_window = PyQt5.QtWidgets.QMainWindow()

```

```

# Set the central widget of the main window to be the editor
main_window.setCentralWidget(editor)
# Resize the main window and show it on the screen
main_window.resize(800, 600)
main_window.show()

# Execute the application
application.exec_()

```

## X.6. Cython lexer (Python)

```

# Import the PyQt5 module with some of the GUI widgets
import PyQt5.QtWidgets
# Import the QScintilla module
import PyQt5.Qsci
# Import Python's sys module needed to get the application arguments
import sys
import re

# Create a custom Nim lexer
class LexerNim(PyQt5.Qsci.QsciLexerCustom):
    styles = {
        "Default" : 0,
        "Keyword" : 1,
        "Unsafe" : 2,
        "MultilineComment" : 3,
    }
    keyword_list = [
        "block", "const", "export", "import", "include", "let",
        "static", "type", "using", "var", "when",
        "as", "atomic", "bind", "sizeof",
        "break", "case", "continue", "converter",
        "discard", "distinct", "do", "echo", "elif", "else", "end",
        "except", "finally", "for", "from", "defined",
        "if", "interface", "iterator", "macro", "method", "mixin",
        "of", "out", "proc", "func", "raise", "ref", "result",
        "return", "template", "try", "inc", "dec", "new", "quit",
        "while", "with", "without", "yield", "true", "false",
        "assert", "min", "max", "newseq", "len", "pred", "succ",
        "contains", "cmp", "add", "del", "deepcopy", "shallowcopy",
        "abs", "clamp", "isnil", "open", "reopen", "close", "readall",
        "readfile", "writefile", "endoffile", "readline", "writeline",
    ]
    unsafe_keyword_list = [
        "asm", "addr", "cast", "ptr", "pointer", "alloc", "alloc0",
        "allocshared0", "dealloc", "realloc", "nil", "gc_ref",
        "gc_unref", "copymem", "zeromem", "equalmem", "movemem",
        "gc_disable", "gc_enable",
    ]

    def __init__(self, parent=None):
        # Initialize superclass
        super().__init__(parent)
        # Set the default style values
        self.setDefaultColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x00))

```

```

self.setDefaultPaper(PyQt5.QtGui.QColor(0xff, 0xff, 0xff))
self.setDefaultFont(PyQt5.QtGui.QFont("Courier", 8))
# Initialize all style colors
self.init_colors()
# Init the fonts
for i in range(len(self.styles)):
    if i == self.styles["Keyword"]:
        # Make keywords bold
        self.setFont(PyQt5.QtGui.QFont("Courier", 8, weight=PyQt5.QtGui.QFont.Black), i)
    else:
        self.setFont(PyQt5.QtGui.QFont("Courier", 8), i)
# Set the Keywords style to be clickable with hotspots
# using the scintilla low level messaging system
parent.SendScintilla(
    PyQt5.Qsci.QsciScintillaBase.SCI_STYLESETHOTSPOT,
    self.styles["Keyword"],
    True
)
parent.SendScintilla(
    PyQt5.Qsci.QsciScintillaBase.SCI_SETHOTSPOTACTIVEFORE,
    True,
    PyQt5.QtGui.QColor(0x00, 0x7f, 0xff)
)
parent.SendScintilla(
    PyQt5.Qsci.QsciScintillaBase.SCI_SETHOTSPOTACTIVEUNDERLINE, True
)
# Define a hotspot click function
def hotspot_click(position, modifiers):
    """
    Simple example for getting the clicked token
    """
    text = parent.text()
    delimiters = [
        '(', ')', '[', ']', '{', '}', ' ', '.', ',', ';', '-',
        '+', '=', '/', '*', '#'
    ]
    start = 0
    end = 0
    for i in range(position+1, len(text)):
        if text[i] in delimiters:
            end = i
            break
    for i in range(position, -1, -1):
        if text[i] in delimiters:
            start = i
            break
    clicked_token = text[start:end].strip()
    # Print the token and replace it with the string "CLICK"
    print("'" + clicked_token + "'")
    parent.setSelection(0, start+1, 0, end)
    parent.replaceSelectedText("CLICK")
# Attach the hotspot click signal to a predefined function
parent.SCN_HOTSPOTCLICK.connect(hotspot_click)

# Check if the cython lexer is available
try:
    import cython_module
    self.cython_module = cython_module
    self.cython_imported = True
    print("Cython module successfully imported.")

```

```

except:
    self.cython_imported=False
    print("Failed importing the Cython module!")

def init_colors(self):
    # Font color
    self.setColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x00), self.styles["Default"])
    self.setColor(PyQt5.QtGui.QColor(0x00, 0x00, 0x7f), self.styles["Keyword"])
    self.setColor(PyQt5.QtGui.QColor(0x7f, 0x00, 0x00), self.styles["Unsafe"])
    self.setColor(PyQt5.QtGui.QColor(0x7f, 0x7f, 0x00), self.styles["MultilineComment"])
    # Paper color
    for i in range(len(self.styles)):
        self.setPaper(PyQt5.QtGui.QColor(0xff, 0xff, 0xff), i)

def language(self):
    return "Nim"

def description(self, style):
    if style < len(self.styles):
        description = "Custom lexer for the Nim programming languages"
    else:
        description = ""
    return description

def styleText(self, start, end):
    if self.cython_imported == True:
        self.cython_module.cython_style_text(start, end, self, self.parent())
    else:
        # Initialize the styling
        self.startStyling(start)
        # Tokenize the text that needs to be styled using regular expressions.
        # To style a sequence of characters you need to know the length of the sequence
        # and which style you wish to apply to the sequence. It is up to the implementer
        # to figure out which style the sequence belongs to.
        # THE PROCEDURE SHOWN BELOW IS JUST ONE OF MANY!
        splitter = re.compile(r"(\{|\.|\\.|}|\\#|\\'|\\\"|\\n|\\s+|\\w+|\\W)")
        # Scintilla works with bytes, so we have to adjust the start and end boundaries.
        # Like all Qt objects the lexers parent is the QScintilla editor.
        text = bytearray(self.parent().text(), "utf-8")[start:end].decode("utf-8")
        tokens = [
            (token, len(bytearray(token, "utf-8")))
            for token in splitter.findall(text)
        ]
        # Multiline styles
        multiline_comment_flag = False
        # Check previous style for a multiline style
        if start != 0:
            previous_style = editor.SendScintilla(editor.SCI_GETSTYLEAT, start - 1)
            if previous_style == self.styles["MultilineComment"]:
                multiline_comment_flag = True
        # Style the text in a loop
        for i, token in enumerate(tokens):
            if multiline_comment_flag == False and token[0] == "#" and tokens[i+1][0] == "[":
                # Start of a multiline comment
                self.setStyling(token[1], self.styles["MultilineComment"])
                # Set the multiline comment flag
                multiline_comment_flag = True
            elif multiline_comment_flag == True:
                # Multiline comment flag is set
                self.setStyling(token[1], self.styles["MultilineComment"])
                # Check if a multiline comment ends

```

```

        if token[0] == "#" and tokens[i-1][0] == "]":
            multiline_comment_flag = False
        elif token[0] in self.keyword_list:
            # Keyword
            self.setStyleing(token[1], self.styles["Keyword"])
        elif token[0] in self.unsafe_keyword_list:
            # Keyword
            self.setStyleing(token[1], self.styles["Unsafe"])
        else:
            # Style with the default style
            self.setStyleing(token[1], self.styles["Default"])

# Create the main PyQt application object
application = PyQt5.QtWidgets.QApplication(sys.argv)

# Create a QScintilla editor instance
editor = PyQt5.Qsci.QsciScintilla()
# Set the lexer to the custom Nim lexer
nim_lexer = LexerNim(editor)
editor.setLexer(nim_lexer)
# Set the initial text
initial_text = ""
proc python_style_text*(self, args: PyObjectPtr): PyObjectPtr {.exportc, cdecl.} =
    var
        result_object: PyObjectPtr
        value_start, value_end: cint
        lexer, editor: PyObjectPtr
        parse_result: cint

    parse_result = argParseTuple(
        args,
        "iiOO",
        addr(value_start),
        addr(value_end),
        addr(lexer),
        addr(editor),
    )

    #[
        if parse_result == 0:
            echo "Napaka v pretvarjanju argumentov v funkcijo!"
            return None()
    ]#

    var
        text_method = objectGetAttr(editor, buildValue("s", cstring("text")))
        text_object = objectCallObject(text_method, tupleNew(0))
        string_object = unicodeAsEncodedString(text_object, "utf-8", nil)
        cstring_whole_text = bytesAsString(string_object)
        whole_text = $cstring_whole_text
        text = whole_text[int(value_start)..int(value_end)-1]
        text_length = len(text)
        current_token: string = ""
# Prepare the objects that will be called as functions
var
    start_styling_obj: PyObjectPtr
    start_args: PyObjectPtr
    set_styling_obj: PyObjectPtr
    set_args: PyObjectPtr
    send_scintilla_obj: PyObjectPtr

```

```

    send_args: PyObjectPtr
start_styling_obj = objectGetAttr(lexer, buildValue("s", cstring("startStyling")))
start_args = tupleNew(1)
set_styling_obj = objectGetAttr(lexer, buildValue("s", cstring("setStyling")))
set_args = tupleNew(2)
send_scintilla_obj = objectGetAttr(editor, buildValue("s", cstring("SendScintilla")))
send_args = tupleNew(2)

# Template for final cleanup
template clean_up() =
    xDecref(text_method)
    xDecref(text_object)
    xDecref(string_object)
    xDecref(args)
    xDecref(result_object)

    xDecref(start_styling_obj)
    xDecref(start_args)
    xDecref(set_styling_obj)
    xDecref(set_args)
    xDecref(send_scintilla_obj)
    xDecref(send_args)
# Template for the lexers setStyling function
template set_styling(length: int, style: int) =
    discard tupleSetItem(set_args, 0, buildValue("i", length))
    discard tupleSetItem(set_args, 1, buildValue("i", style))
    discard objectCallObject(set_styling_obj, set_args)
# Procedure for getting previous style
proc get_previous_style(): int =
    discard tupleSetItem(send_args, 0, buildValue("i", SCI_GETSTYLEAT))
    discard tupleSetItem(send_args, 1, buildValue("i", value_start - 1))
    result = longAsLong(objectCallObject(send_scintilla_obj, send_args))
    xDecref(send_args)
# Template for starting styling
template start_styling() =
    discard tupleSetItem(start_args, 0, buildValue("i", value_start))
    discard objectCallObject(start_styling_obj, start_args)
# Safety
if set_styling_obj == nil:
    raise newException(FieldError, "Lexer doesn't contain the 'setStyling' method!")
elif start_styling_obj == nil:
    raise newException(FieldError, "Lexer doesn't contain the 'startStyling' method!")
elif send_scintilla_obj == nil:
    raise newException(FieldError, "Editor doesn't contain the 'SendScintilla' method!")
# Styling initialization
start_styling()
#-----
var
    actseq = SeqActive(active: false)
    token_name: string = ""
    previous_token: string = ""
    token_start: int = 0
    token_length: int = 0
# Check previous style
if value_start != 0:
    var previous_style = get_previous_style()
    for i in multiline_sequence_list:
        if previous_style == i.style:
            actseq.sequence = i
            actseq.active = true
            break

```

```

# Style the tokens accordingly
proc check_start_sequence(pos: int, sequence: var SeqActive): bool =
  for s in sequence_lists:
    var found = true
    for i, ch in s.start.pairs:
      if text[pos+i] != ch:
        found = false
        break
    if found == false:
      continue
    sequence.sequence = s
    return true
  return false

proc check_stop_sequence(pos: int, actseq: SeqActive): bool =
  if text[pos] in actseq.sequence.stop_extra:
    return true
  if pos > 0 and (text[pos-1] in actseq.sequence.negative_lookbehind):
    return false
  for i, s in actseq.sequence.stop.pairs:
    if text[pos+i] != s:
      return false
  return true

template style_token(token_name: string, token_length: int) =
  if token_length > 0:
    if token_name in keywords:
      set_styling(token_length, styles["Keyword"])
      previous_token = token_name
    elif token_name in custom_keywords:
      set_styling(token_length, styles["CustomKeyword"])
    elif token_name[0].isdigit() or (token_name[0] == '.' and token_name[1].isdigit()):
      set_styling(token_length, styles["Number"])
    elif previous_token == "class":
      set_styling(token_length, styles["ClassName"])
      previous_token = ""
    elif previous_token == "def":
      set_styling(token_length, styles["FunctionMethodName"])
      previous_token = ""
    else:
      set_styling(token_length, styles["Default"])

var i = 0
token_start = i
while i < text_length:
  if actseq.active == true or check_start_sequence(i, actseq) == true:
    #[
      Multiline sequence already started in the previous line or
      a start sequence was found
    ]#
  if actseq.active == false:
    # Style the currently accumulated token
    token_name = text[token_start..i]
    token_length = i - token_start
    style_token(token_name, token_length)
    # Set the states and reset the flags
    token_start = i
    token_length = 0
  if actseq.active == false:
    i += len(actseq.sequence.start)
  while i < text_length:

```

```

        # Check for end of comment
        if check_stop_sequence(i, actseq) == true:
            i += len(actseq.sequence.stop)
            break
        i += 1
    # Style text
    token_length = i - token_start
    set_styling(token_length, actseq.sequence.style)
    # Style the separator tokens after the sequence, if any
    token_start = i
    while text[i] in extended_separators and i < text_length:
        i += 1
    token_length = i - token_start
    if token_length > 0:
        set_styling(token_length, styles["Default"])
    # Set the states and reset the flags
    token_start = i
    token_length = 0
    # Skip to the next iteration, because the index is already
    # at the position at the end of the string
    actseq.active = false
    continue
elif text[i] in extended_separators:
    #[
        Separator found
    ]#
    token_name = text[token_start..i-1]
    token_length = len(token_name)
    if token_length > 0:
        style_token(token_name, token_length)
        token_start = i
        while text[i] in extended_separators and i < text_length:
            i += 1
        token_length = i - token_start
        if token_length > 0:
            set_styling(token_length, styles["Default"])
        # State reset
        token_start = i
        token_length = 0
        continue
    else:
        while text[i] in extended_separators and i < text_length:
            i += 1
        token_length = i - token_start
        if token_length > 0:
            set_styling(token_length, styles["Default"])
        # State reset
        token_start = i
        token_length = 0
        continue
# Update loop variables
inc(i)
# Check for end of text
if i == text_length:
    token_name = text[token_start..i-1]
    token_length = len(token_name)
    style_token(token_name, token_length)
elif i > text_length:
    raise newException(IndexError, "Styling went over the text length limit!")
#-----

```



```

        clean_up()
        return None()
    """
    # Set the editor's text to something huge
    editor.setText(100 * initial_text)

    # For the QScintilla editor to properly process events we need to add it to
    # a QMainWindow object.
    main_window = PyQt5.QtWidgets.QMainWindow()
    # Set the central widget of the main window to be the editor
    main_window.setCentralWidget(editor)
    # Resize the main window and show it on the screen
    main_window.resize(800, 600)
    main_window.show()

    # Execute the application
    application.exec_()

```

## X.7. Cython lexer module (Cython)

```

# Cython libraries
from libc.stdlib cimport malloc, free
from libc.string cimport strcmp, strstr, strlen, strcpy, strchr, strtok
from cpython.unicode cimport PyUnicode_AsEncodedString

"""
Common functions and variables
"""

# Separator list
cdef char* extended_separators = [
    ' ', '\t', '(', ')', '.', ';',
    '+', '-', '/', '*', ':', ',',
    '\n', '[', ']', '{', '}', '<',
    '>', '|', '=', '@', '&', '%',
    '!', '?', '^', '~', '\\'
]

# Separator list length
cdef int separator_list_length = strlen(extended_separators)

cdef inline char** to_cstring_array(string_list):
    """C function that transforms a Python list into a C array of strings(char arrays)"""
    # Allocate the array of C strings on the heap
    cdef char **return_array = <char **>malloc(len(string_list) * sizeof(char *))
    # Loop through the python list of strings
    for i in range(len(string_list)):
        # Decode the python string to a byte array
        temp_value = PyUnicode_AsEncodedString(string_list[i], 'utf-8', "strict")
        # Allocate the current C string on the heap (+1 is for the termination character
        '\0')
        temp_str = <char*>malloc((len(temp_value) * sizeof(char)) + 1)
        # Copy the decoded string into the allocated C string
        strcpy(temp_str, temp_value)
        # Set the reference of the C string in the allocated array at the current index
        return_array[i] = temp_str
    return return_array

cdef inline free_cstring_array(char** cstring_array, int list_length):
    """
    C function for cleaning up a C array of characters:

```

```

        This function is not needed, but is included as an example of
        how to manually free memory after it is not needed anymore.
"""
    for i in range(list_length):
        free(cstring_array[i])
    free(cstring_array)

cdef inline char check_extended_separators(char character) nogil:
    cdef int cnt
    for cnt in range(0, separator_list_length):
        if character == extended_separators[cnt]:
            return character
    return 0

# Style C enumeration
cdef enum NimStyles:
    Default,
    Keyword,
    Unsafe,
    MultilineComment

# Keyword lists, these could have been imported from the cython_lexer.py module,
# but for completeness they will be declared here also
keyword_list = [
    "block", "const", "export", "import", "include", "let",
    "static", "type", "using", "var", "when",
    "as", "atomic", "bind", "sizeof",
    "break", "case", "continue", "converter",
    "discard", "distinct", "do", "echo", "elif", "else", "end",
    "except", "finally", "for", "from", "defined",
    "if", "interface", "iterator", "macro", "method", "mixin",
    "of", "out", "proc", "func", "raise", "ref", "result",
    "return", "template", "try", "inc", "dec", "new", "quit",
    "while", "with", "without", "yield", "true", "false",
    "assert", "min", "max", "newseq", "len", "pred", "succ",
    "contains", "cmp", "add", "del", "deepcopy", "shallowcopy",
    "abs", "clamp", "isnil", "open", "reopen", "close", "readall",
    "readfile", "writefile", "endoffile", "readline", "writeline",
]
unsafe_keyword_list = [
    "asm", "addr", "cast", "ptr", "pointer", "alloc", "alloc0",
    "allocshared0", "dealloc", "realloc", "nil", "gc_ref",
    "gc_unref", "copymem", "zeromem", "equalmem", "movemem",
    "gc_disable", "gc_enable",
]

# Keyword list length
cdef int keyword_list_length = len(keyword_list)
cdef int unsafe_keyword_list_length = len(unsafe_keyword_list)

"""
    Change python keyword lists into a C arrays:
    This is the first mayor optimization. Looping over and accessing
    C arrays is much faster than with Python lists.
"""
cdef char** c_keyword_list = to_cstring_array(keyword_list)
cdef char** c_unsafe_keyword_list = to_cstring_array(unsafe_keyword_list)

def cython_style_text(int start, int end, lexer, editor):
    # Local variable definitions, notice the cdef keyword infront of them,
    # that declares them as C variables.
    cdef int i = 0
    cdef char commenting = 0
    cdef char* c_text
    cdef int text_length = 0
    cdef char first_comment_pass = 0

```

```

"""
    Token arrays have to have the lenght of the maximum word
    of any in the document. Otherwise there will be an out of bounds assignment.
    The other way would be to dynamically allocate the array using malloc,
    if the size gets larger than the predefined one.
"""

cdef char[255] current_token
cdef char[255] previous_token
cdef int token_length = 0
cdef int temp_state = 0
# Get the Python text as a string
py_text = editor.text()
# Convert the python string into a C string
c_text = NULL
py_text = editor.text()
text = bytearray(py_text, "utf-8")[start:end]
c_text = text
text_length = len(text)
# Loop optimization, but it's still a pure python function, meaning quite slow
setStyling = lexer.setStyling
# Initialize comment state and split the text into tokens
commenting = 0
stringing = 0
# Initialize the styling
lexer.startStyling(start)
# Check if there is a style(comment, string, ...) stretching on from the previous line
if start != 0:
    previous_style = editor.SendScintilla(editor.SCI_GETSTYLEAT, start - 1)
    if previous_style == MultilineComment:
        commenting = 1
# When looping in Cython, it is advisable to use a C integer, as Cython
# optimizes this into a C loop, which is much faster than a Python loop
while i < text_length:
    # Check for a comment
    if ( (c_text[i] == '#' and c_text[i+1] == '[') and commenting == 0) or
        commenting == 1 ):
        temp_state = i - temp_state
        #Style the currently accumulated token
        if temp_state > 0:
            current_token[token_length] = 0
            check_token(
                current_token,
                previous_token,
                c_text[i],
                temp_state,
                setStyling
            )
            temp_state = i
        # Skip the already counted '[' characters
        if commenting == 0:
            i += 2
        # Initialize the comment counting
        if first_comment_pass == 0:
            comment_count = 1
            first_comment_pass = 0
        # Loop until the comment ends
        while not(i >= text_length):
            # Count the comment beginnings/ends
            if c_text[i] == ']' and c_text[i+1] == '#':
                i += 1
                break
            else:
                i += 1
        # Only style the '*' characters if it's not the end of the text
        if i < text_length:
            i += 2
        # Style the comment

```

```

        temp_state = i - temp_state
        setStyling(temp_state, MultilineComment)
        temp_state = i
        # Reset the comment flag
        commenting = 0
        token_length = 0
        # Skip to the next iteration, because the index is already
        # at the position at the end of the '*' characters
        continue
    elif check_extended_separators(c_text[i]) != 0:
        temp_state = i - temp_state
        # Style the currently accumulated token
        current_token[token_length] = 0
        if temp_state > 0:
            check_token(
                current_token,
                previous_token,
                c_text[i],
                temp_state,
                setStyling
            )
        # Save the token
        strcpy(previous_token, current_token)
        # Update the temporary variables
        temp_state = i
        i += 1
        # Skip until the next non-whitespace character and style the
        # accumulated token with the default style
        while c_text[i] == ' ' or c_text[i] == '\t':
            i += 1
        temp_state = i - temp_state
        setStyling(temp_state, Default)
        #Set the new index and reset the token length
        temp_state = i
        token_length = 0
        #Skip to the next iteration, because the index is already
        #at the position of the next separator
        continue
    elif i < text_length:
        current_token[token_length] = c_text[i]
        token_length += 1
        i += 1
        while (check_extended_separators(c_text[i]) == 0 and
              i < text_length):
            current_token[token_length] = c_text[i]
            token_length += 1
            i += 1
        #Correct the index one character back
        i -= 1

#Increment the array index
i += 1
#Style the text at the end of the document if
#the end has been reached
if i >= text_length:
    temp_state = i - temp_state
    #Style the currently accumulated token
    current_token[token_length] = 0
    if temp_state > 0:
        check_token(
            current_token,
            previous_token,
            c_text[i],
            temp_state,
            setStyling
        )
    )
'''TOKENIZATION - THE SLOW PART IF DONE IN PYTHON'''

```

```

cdef inline void check_token(char* current_token,
                             char* previous_token,
                             char current_character,
                             int temp_state,
                             setStyling):
    """Check and style a token"""
    if check_keyword(current_token) == 1:
        # Keyword
        setStyling(temp_state, Keyword)
    elif check_unsafe_keyword(current_token) == 1:
        # Unsafe keyword
        setStyling(temp_state, Unsafe)
    else:
        setStyling(temp_state, Default)

cdef inline char check_keyword(char* token_string) nogil:
    """
        C function for checking if the token is a keyword.
        Notice that the function declaration has the 'inline' and 'nogil'
        optimizations added. 'inline' inlines the function directly at every
        address where it is called in the resulting compiled module. 'nogil'
        disables the Python GIL (Global-Interpreter-Lock) as it is not needed
        in this function as it uses only C code.
        Check the documentation for more details.
    """
    global keyword_list_length
    global c_keyword_list
    cdef int i
    for i in range(keyword_list_length):
        if strcmp(token_string, c_keyword_list[i]) == 0:
            #String token is a keyword
            return 1
    #Not a keyword
    return 0

cdef inline char check_unsafe_keyword(char* token_string) nogil:
    """
        C function for checking if the token is an unsafe keyword.
        Same as the above function 'check_keyword', check in it's comment
        for more details.
    """
    global unsafe_keyword_list_length
    global c_unsafe_keyword_list
    cdef int i
    for i in range(unsafe_keyword_list_length):
        if strcmp(token_string, c_unsafe_keyword_list[i]) == 0:
            #String token is a keyword
            return 1
    #Not a keyword
    return 0

```

## X.8. Indicators

```

"""
Various examples of indicators
"""

# Import the PyQt5 module with some of the GUI widgets
import PyQt5.QtWidgets
# Import the QScintilla module

```

```

import PyQt5.Qsci
# Import Python's sys module needed to get the application arguments
import sys

# Create the main PyQt application object
application = PyQt5.QtWidgets.QApplication(sys.argv)

# Create a QScintilla editor instance
editor = PyQt5.Qsci.QsciScintilla()
editor.setText(
    """This is line 1.
This is line 2.
This is line 3.
This is line 4.
This is line 5.
This is line 6.
This is line 7."""
)

"""
Indicator initialization
"""

indicator_number = 0
indicator_value = 222
indicator_color = PyQt5.QtGui.QColor(0xff, 0x00, 0xff, 0xff)
indicator_hover_color = PyQt5.QtGui.QColor(0x8a, 0x8a, 0x00)
draw_under_text = True
# Define the indicator type.
# 32 IS THE MAXIMUM NUMBER OF DIFFERENT TYPES OF INDICATORS!
"""

The indicator styles are:
    PyQt5.Qsci.QsciScintilla.PlainIndicator
    PyQt5.Qsci.QsciScintilla.SquiggleIndicator
    PyQt5.Qsci.QsciScintilla.TTIndicator
    PyQt5.Qsci.QsciScintilla.DiagonalIndicator
    PyQt5.Qsci.QsciScintilla.StrikeIndicator
    PyQt5.Qsci.QsciScintilla.HiddenIndicator
    PyQt5.Qsci.QsciScintilla.BoxIndicator
    PyQt5.Qsci.QsciScintilla.RoundBoxIndicator
    PyQt5.Qsci.QsciScintilla.StraightBoxIndicator
    PyQt5.Qsci.QsciScintilla.FullBoxIndicator
    PyQt5.Qsci.QsciScintilla.DashesIndicator
    PyQt5.Qsci.QsciScintilla.DotsIndicator
    PyQt5.Qsci.QsciScintilla.SquiggleLowIndicator
    PyQt5.Qsci.QsciScintilla.DotBoxIndicator
    PyQt5.Qsci.QsciScintilla.SquigglePixmapIndicator
    PyQt5.Qsci.QsciScintilla.ThickCompositionIndicator
    PyQt5.Qsci.QsciScintilla.ThinCompositionIndicator

```

```

PyQt5.Qsci.QsciScintilla.TextColorIndicator
PyQt5.Qsci.QsciScintilla.TriangleIndicator
PyQt5.Qsci.QsciScintilla.TriangleCharacterIndicator
"""
editor.indicatorDefine(
    PyQt5.Qsci.QsciScintilla.RoundBoxIndicator,
    indicator_number,
)
# Set the indicator's color
editor.setIndicatorForegroundColor(
    indicator_color,
    indicator_number
)
# Set the indicator's color when the mouse hovers over it.
# THIS APPLIES TO INDICATORS THAT HAVE A BACKGROUND COLOR LIKE
'RoundBoxIndicator'!
editor.setIndicatorHoverForegroundColor(
    indicator_hover_color,
    indicator_number
)
# Set the indicator's hover style (the styles are the same as with
'indicatorDefine')
editor.setIndicatorHoverStyle(
    PyQt5.Qsci.QsciScintilla.RoundBoxIndicator,
    indicator_number
)
# Set the way the indicator is drawn, over or under the text
editor.setIndicatorDrawUnder(
    draw_under_text,
    indicator_number
)

editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORCURRENT,
    indicator_number
)
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORVALUE,
    indicator_number,
    0xffff
)

"""
Connect to the indicator signals for feedback when an indicator is clicked or
a mouse button is released over an indicator
"""
def indicator_click(line, index, keys):
    # Use the low level SendScintilla function to get the indicator's value
    position=editor.positionFromLineIndex(line, index)
    # The value can only be set using the low level API described at line
165

```

```

# of this file. Otherwise the value will always be '1'.
value=editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_INDICATORVALUEAT,
    indicator_number,
    position
)
# Display the information
print("indicator clicked in line '{}', index '{}', value
'{}'.format(line, index, value))

def indicator_released(line, index, keys):
    # Use the low level SendScintilla function to get the indicator's value
    position=editor.positionFromLineIndex(line, index)
    # The value can only be set using the low level API described at line
165
# of this file. Otherwise the value will always be '1'.
value=editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_INDICATORVALUEAT,
    indicator_number,
    position
)
# Display the information
print("indicator released in line '{}', index '{}', value
'{}'.format(line, index, value))

editor.indicatorClicked.connect(indicator_click)
editor.indicatorReleased.connect(indicator_released)

"""
Indicator usage
"""
# Fill an indicator over a couple of lines
editor.fillIndicatorRange(
    0, # line from
    0, # column from
    0, # line to
    len(editor.text(0)), # column to
    indicator_number
)
editor.fillIndicatorRange(
    3, # line from
    0, # column from
    3, # line to
    len(editor.text(3)), # column to
    indicator_number
)

# An example of how to remove an already filled indicator

```



```

editor.fillIndicatorRange(
    4, # line from
    0, # column from
    4, # line to
    len(editor.text(4)), # column to
    indicator_number
)
editor.clearIndicatorRange(
    4, # line from
    0, # column from
    4, # line to
    len(editor.text(4)), # column to
    indicator_number
)

"""
To add a value to an indicator that can later be retrieved by the click or release
signals,
it is necessary to use the low level API to fill the indicator using SendScintilla!
"""

# Select the indicator
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORCURRENT,
    indicator_number
)

# Give it a value.
# This can be used for determinig how to handle the clicked/released
indicator signals.
value = 123
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_SETINDICATORVALUE,
    value
)

# Fill the indicator
fill_line = 4 # This is the 5th line in the document, as the indexes in
Python start at 0!
start_position = editor.positionFromLineIndex(fill_line, 0)
length = len(editor.text(fill_line))
editor.SendScintilla(
    PyQt5.Qsci.QsciScintilla.SCI_INDICATORFILLRANGE,
    start_position,
    length
)

# For the QScintilla editor to properly process events we need to add it
to
# a QMainWindow object.
main_window = PyQt5.QtWidgets.QMainWindow()
# Set the central widget of the main window to be the editor
main_window.setCentralWidget(editor)

```

```

# Resize the main window and show it on the screen
main_window.resize(800, 600)
main_window.show()

# Execute the application
application.exec_()

```

## X.9. Call tips

```

"""
Call tips example
"""

# Import everything we need
import sys
import time
import math
from PyQt5.QtWidgets import *
from PyQt5.QtCore import *
from PyQt5.QtGui import *
from PyQt5.Qsci import *

# Create the main PyQt application object
application = QApplication(sys.argv)

# Create a QScintilla editor instance
editor = QsciScintilla()

"""
Setup the call tip options
"""

# Select the context at which the call tips are displayed.
# This selects when call tips are active, depending of the
# scope like a C++ namespace or Python module.
editor.setCallTipsStyle(QsciScintilla.CallTipsNoContext)
# Set the number of calltips that will be displayed at one time.
# 0 shows all applicable call tips.
editor.setCallTipsVisible(0)
# This selects the position at which the call tip rectangle will appear.
# If it is not possible to show the call tip rectangle at the selected
position
# because it would be displayed outside the bounds of the document, it
will be
# displayed where it is possible.
editor.setCallTipsPosition(QsciScintilla.CallTipsBelowText)
# Select the various highlight colors
# Background
editor.setCallTipsBackgroundColor(QColor(0xff, 0xff, 0xff, 0xff))
# Text
editor.setCallTipsForegroundColor(QColor(0x00, 0x50, 0x00, 0xff))
# Current argument text
editor.setCallTipsHighlightColor(QColor(0x00, 0x00, 0xff, 0xff))

```

```

# Create a lexer for the editor and initialize it's QsciAPIs object
my_lexer = QsciLexerCPP()
api = QsciAPIs(my_lexer)

# Create a function list that will be used by the autocompletions and call
tips.
# The difference between a call tip and an autocompletion is that the call
tip
# has also the arguments defined!
# In the example 'funcs' list below the first item is a call tip and
# the second item is an autocompletion.
funcs = [
    "test_autocompletion",
    "add(int arg_1, float arg_2)",
    "subtract(int arg_1, test arg_2)",
    "subtract(float arg_1, float arg_2)",
    "subtract(test arg_1, test arg_2)",
    "divide(float div_1, float div_2)",
    "some_func(arg_3)"
]
# Add the functions to the api
for s in funcs:
    api.add(s)

# Prepare the QsciAPIs instance
api.prepare()

# Set the editor's lexer
editor.setLexer(my_lexer)
# Autocompletion options (this is not necessary)
editor.setAutoCompletionThreshold(1)
editor.setAutoCompletionSource(QsciScintilla.AcsAll)
editor.setAutoCompletionCaseSensitivity(False)

# Create the main window
main_window = QMainWindow()
main_window.setCentralWidget(editor)
main_window.resize(800, 600)
main_window.show()

# Execute the application
application.exec_()

```