This contrib is the wxStyledTextCtrl, which is a wrapper around the

Scintilla edit control. (See www.scintilla.org)

There is still VERY MUCH to be done, most notable of which is a more

advanced sample that exercises more of the code. (I haven't tested

AutoComplete or CallTips, or most of the event types at all yet.) And

also documentation, adding wrappers for some new scintilla

functionality, building and testing on wxGTK, etc. Be patient, it all

will get there soon.

Let me describe a bit about the architecture I am implementing...

Obviously there is the Platform layer which implements the various

platform classes by using wxWindows classes and filling in where

needed. Then there is a ScintillaWX class that is derived from

ScintillaBase and implements the necessary virtual methods that

Scintilla needs to fully function. This class however is not meant to

ever be used directly by wx programmers. I call it one end of the

bridge between the wx and Scintilla worlds. The other end of the

bridge is a class called wxStyledTextCtrl that looks, feels and acts

like other classes in wxWindows. Here is a diagram:

+------------------+ +-------------------+

| wxStyledTextCtrl |--bridge--| ScintillaWX |

+------------------+ +-------------------+

| ScintillaBase |

+-------------------+

| Editor |

+-------------------+

| PlatWX |

+-------------------+

wxStyledTextCtrl derives from wxControl so it has a window that can be

drawn upon. When a wxStyledTextCtrl is constructed it constructs a

ScintillaWX for itself and passes itself to the scintilla object to be

set as the wMain and wDraw attributes. All method calls on the STC

are sent over the bridge in the form of calls to ScintillaWX::WndProc.

All notifications are sent back over the bridge and turned into

wxEvents.

Robin

[SOLARIS NOTE - ellers@iinet.net.au - June 2002]

On sunos5 (sparc) the stc code breaks if optimisation is turned on (the

default). If your release build breaks but the debug build is fine,

try reconfiguring with --disable-optimise and rebuilding. If you are using

wxPython you will also need to disable optimised compiling. To do this I

had to hand modify the python makefile in (prefix)/lib/python2.2/config/Makefile

to remove optimisation flags.