

ATTACK TREE JS EDITOR

Tree Interface

The tree is a list of elements using `` and ``. However, in this example the data is in json and then converted to the list of elements in HTML. The tree is enclosed in `<div id="chart" class="orgChart"></div>`. Therefore, you can get the tree calling the chart id using Javascript or JQuery.

Editor

In order to get the contents of the editor, use this javascript code:

```
var contents = editAreaLoader.getValue("example_2");
```

In this case, the id of the text editor is example_2.

Syntax Highlighting

This text editor library is really nice because it lets you set up your own language. Select `re_syntax` folder, which is under `edit_area`. There is a list of different languages that are already in the library. They can be used as samples to create your own language. The syntax highlighting colors are determined in the new syntax file you create. As you can be seen in the examples, there is a 'STYLES' part where you can choose the color for each of the attributes defined previously in your syntax. You can also change the default keyboard shortcuts. Go to the `edit_area` folder and select the `keyboard.js` file.

Afterwards, you can add the syntax you would like to use in the text editor on the website going to your html file and adding this piece of the code.

```
editAreaLoader.init({
    id: "example_2"           // id of the textarea to transform
    ,start_highlight: true
    ,allow_toggle: false
    ,language: "en"
    ,syntax: "html"
    ,toolbar: "search, go_to_line, |, undo, redo, |, select_font, |, syntax_selection, |,
change_smooth_selection, highlight, reset_highlight, |, help"
    ,syntax_selection_allow:
    "css,html,js,php,python,vb,xml,c,cpp,sql,basic,pas,brainfuck,basic0"
```

```
,is_multi_files: true  
,EA_load_callback: "editAreaLoaded"  
,show_line_colors: true  
});
```

You need to add the syntax's name to the `syntax_selection_allow` list. That name comes from the key given to the syntax file. All the attributes of each syntax file must be inside `editAreaLoader.load_syntax["basic0"] = { }`. The name in between the brackets is the one given to the syntax.

Libraries

The following are the two libraries used for this project:

- <https://github.com/wesnolte/jOrgChart>
- <http://www.cdolivet.com/editarea/>

The first one is the library used for creating the tree interface. The second one is the text editor library. Both of them provide a lot of different examples online showing the different features. Some of the examples can be found on the links above.