

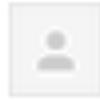
The Journey of Visual Studio Code

Erich Gamma

Job Description



microsoft x



[REDACTED] to me, Jason, Shanku

5/11/11 ★

Envision new paradigms for **online developer tooling** that will be as successful as the IDE has been for the desktop

commit b27d291c / abs X +
← → ⏪ ⏩ | 🔍 monacotools.visualstudio.com/_git/Monaco/commit/b27d291ca5c55f8cf3a630d0e4cea416dd2ce728? a=compare&path=%2Fsrc%2Fvs%2Feditor%2Fcommon%2Fmodes%2FabstractMode.ts&oversion=G1

Team Services / Monaco

HOME CODE WORK BUILD TEST RELEASE

Monaco ▾ | Explorer History Branches Pull Requests

commit b27d291c / abstractMode.ts [edit] Clone

Commit explorer

Contents History Compare

63492fff ▾ ↔ b27d291c ▾

```
118     return this._getOrCreateWorker().then(runner);
119 }
120
121 // START mics interface implementations
122
123 static _$pickAWorkerToValidate = OneWorkerAttr(AbstractMode, AbstractMode);
124 public _pickAWorkerToValidate(): TPromise<void> {
125     return this._worker((w) => w.enableValidator());
126 }
127
128 public getFilter(): Modes.IFilter {
129     return DefaultFilter;
130 }
131
132
133
134
135
136
137
138
139
140
141
142
143
144
```

return this._getOrCreateWorker().then(runner);
}
// START mics interface implementations
static _\$pickAWorkerToValidate = OneWorkerAttr(AbstractMode, AbstractMode);
public _pickAWorkerToValidate(): TPromise<void> {
 return this._worker((w) => w.enableValidator());
}
public getFilter(): Modes.IFilter {
 return DefaultFilter;
}
public addSupportChangedListener(callback: (e: EditorCommon.ICollectionEvent<IModeSupport>) => void): void {
 return this._eventEmitter.addListener2('modeSupportChanged', callback);
}
public registerSupport<T>(support:string, callback:(mode:Modes.IModeSupport) => void): void {
 var supportImpl = callback(this);
 this[support] = supportImpl;
 this._eventEmitter.emit('modeSupportChanged', _createModeSupportEvent(support, supportImpl));
}



Visual Studio Online

2012

The screenshot shows the TypeScript Playground interface on a browser window. The title bar says "Playground · TypeScript". The main navigation bar includes "Documentation", "Samples", "Download", "Connect", and "Playground". A blue banner at the top right says "Fork me on GitHub". Below the banner, a message says "TypeScript 1.8 is now available. Download our latest version today!". The playground has tabs for "Using Classes", "TypeScript" (which is selected), and "JavaScript". There are "Run" and "JavaScript" buttons at the top right of the code editor.

The left code editor contains the following TypeScript code:

```
1 class Greeter {  
2     greeting: string;  
3     constructor(message: string) {  
4         this.greeting = message;  
5     }  
6     greet() {  
7         return "Hello, " + this.greeting;  
8     }  
9 }  
10 window.ad  
11 let greet : onbeforeunload  
12 : onload  
13 let button : onloadeddata  
14 button.te : onloadedmetadata  
15 button.on : onloadstart  
16 alert : onreadystatechange  
17 } : onunload  
18 : addEventListener (method) Window.addEventListener  
19 document.body.appendChild(button);
```

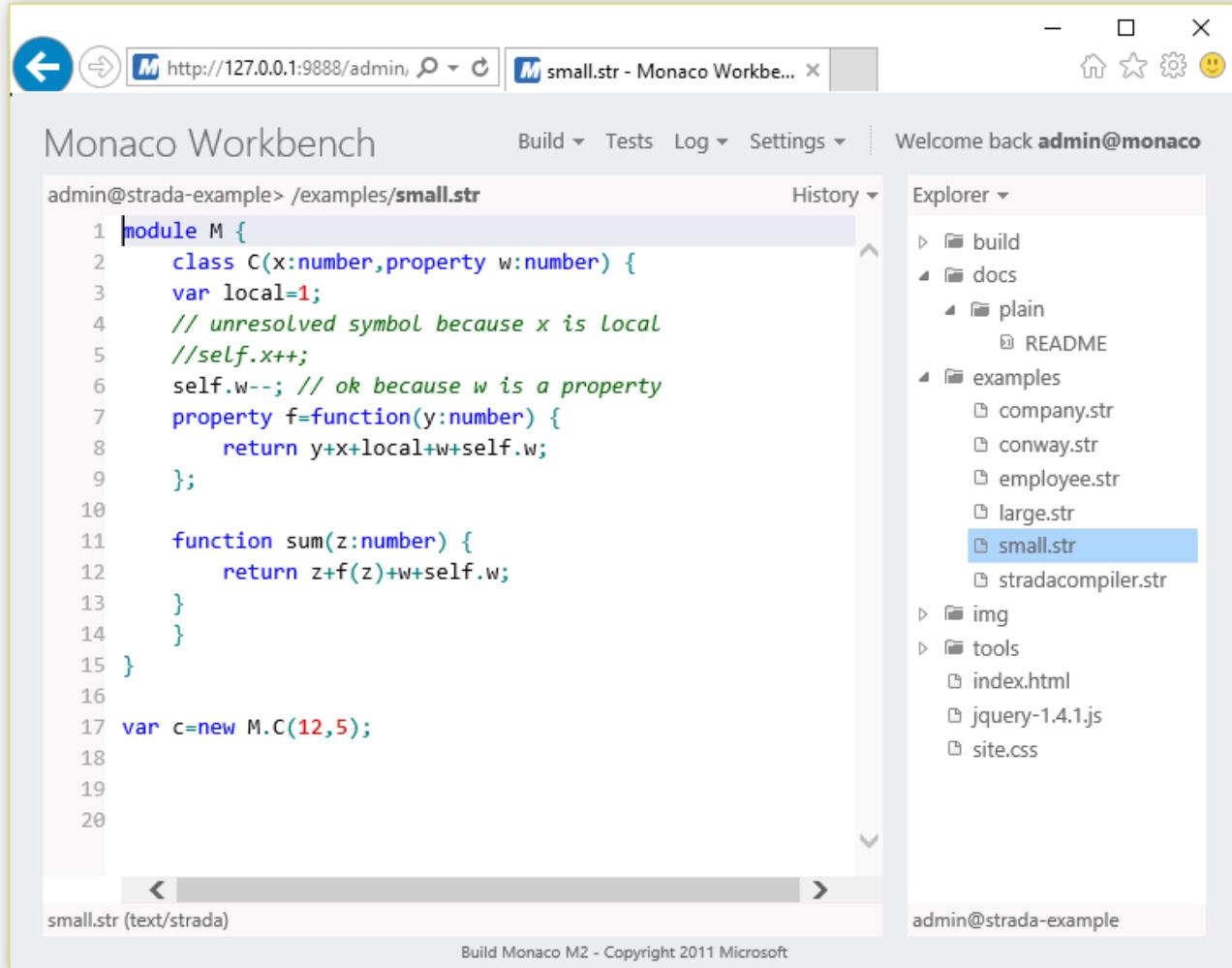
The word "ad" is highlighted in red, and a tooltip appears below it listing event handlers: "onbeforeunload", "onload", "onloadeddata", "onloadedmetadata", "onloadstart", "onreadystatechange", and "onunload".

The right code editor contains the generated JavaScript code:

```
1 var Greeter = (function () {  
2     function Greeter(message) {  
3         this.greeting = message;  
4     }  
5     Greeter.prototype.greet = function () {  
6         return "Hello, " + this.greeting;  
7     };  
8     return Greeter;  
9 }());  
10 window.ad;  
11 var greeter = new Greeter("world");  
12 var button = document.createElement('button');  
13 button.textContent = "Say Hello";  
14 button.onclick = function () {  
15     alert(greeter.greet());  
16 };  
17 document.body.appendChild(button);
```

TypeScript 2011

Eat your own dogfood



The screenshot shows the Monaco Workbench interface. On the left, a terminal window displays the following code:

```
admin@strada-example> /examples/small.str
1 module M {
2     class C(x:number,property w:number) {
3         var local=1;
4         // unresolved symbol because x is local
5         //self.x++;
6         self.w--; // ok because w is a property
7         property f=function(y:number) {
8             return y+x+local+w+self.w;
9         };
10
11        function sum(z:number) {
12            return z+f(z)+w+self.w;
13        }
14    }
15 }
16
17 var c=new M.C(12,5);
```

The file is identified as `small.str (text/strada)`. On the right, an Explorer sidebar shows a file tree with the following structure:

- build
- docs
 - plain
 - README
- examples
 - company.str
 - conway.str
 - employee.str
 - large.str
 - small.str
 - stradacompiler.str
- img
- tools
- index.html
- jquery-1.4.1.js
- site.css



2011

greeter.ts - OneDrive

Microsoft Corporation [US] onedrive.live.com/?v=TextFileEditor&id=A8B7A36ABCA2E4B9%21107&cid=A8B7A36ABCA2E4B9&parId=root

OneDrive

Save Share Download Delete Rename Embed

Files > greeter

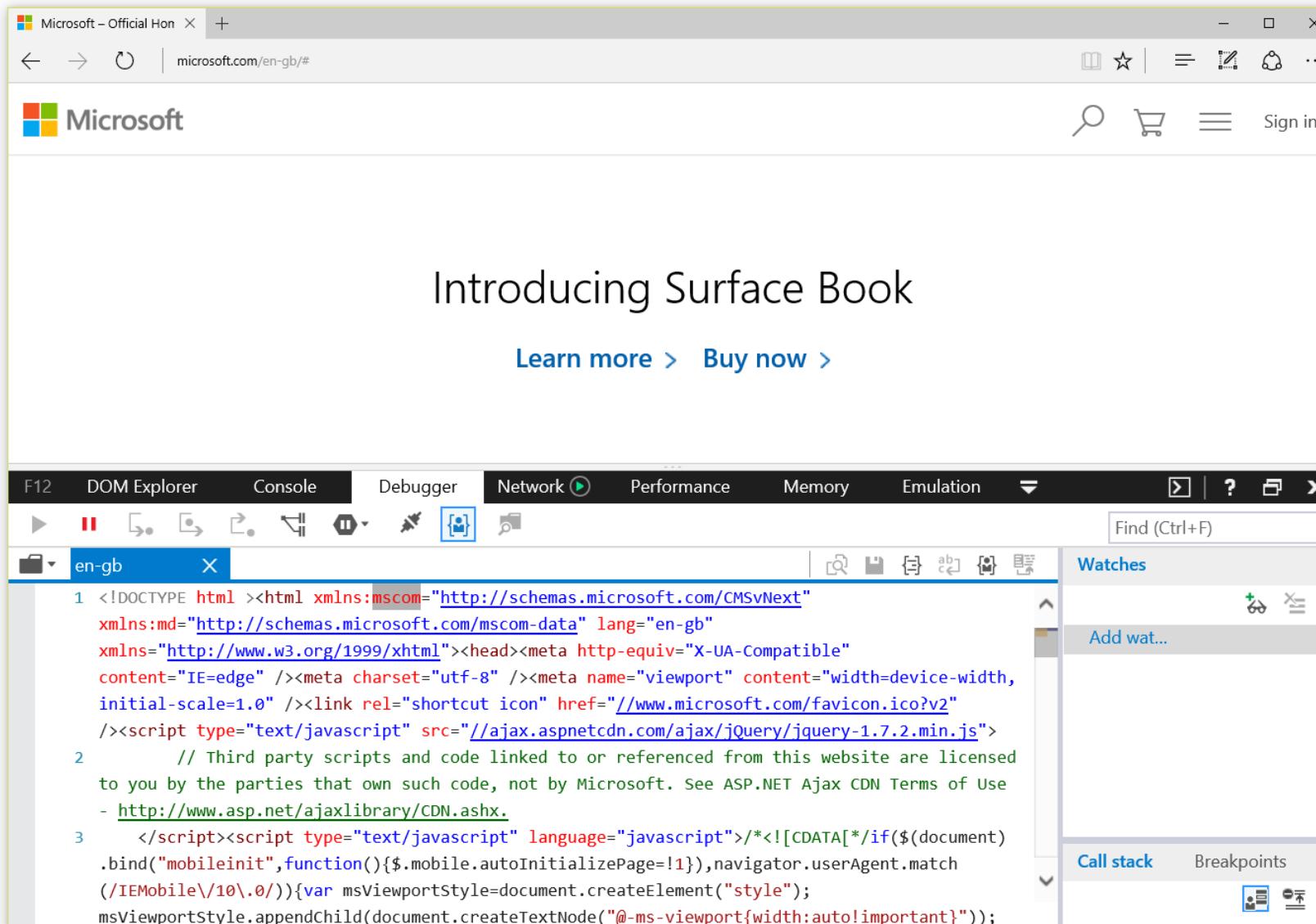
```
1 class Greeter {
2     greeting: string;
3     constructor(message: string) {
4         this.greeting = message;
5     }
6     greet() {
7         return "Hello, " + this.greeting;
8     }
9 }
10
11 var greeter = new Greeter("world");
12
13 var button = document.createElement('button');
14 button.textContent = "Say Hello";
15 button.onclick = function() {
16     alert(greeter.greet());
17 }
18
19 document.body.appendChild(button);
```

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OneDrive

2012



Microsoft Edge

2012

The screenshot shows the Visual Studio Online "Monaco" interface. The left sidebar displays the project structure under the "WORKING FILES" tab, with the "src/client" folder expanded. Inside "src/client", the "game.ts" file is selected and highlighted with a grey background. The main editor window shows the code for "game.ts". The code is a TypeScript file that imports various modules and adds a keydown event listener to handle arrow key inputs. The Monaco editor has a clean, modern design with dark mode support.

```
// <reference path="../../lib/socket.io-client.d.ts" />
import _model = require('../common/model');
import remoteModel = require('./remoteModel');
import int = require('../common/int');
import view = require('./view');

var createdModels: int.IModel[] = [];

document.addEventListener('keydown', function(e) {
    switch (e.keyCode) {
        case 38: // UP ARROW
            createdModels.forEach(m => m.up());
            e.preventDefault();
            break;

        case 39: // RIGHT ARROW
            createdModels.forEach(m => m.right());
            e.preventDefault();
            break;

        case 40: // DOWN ARROW
            createdModels.forEach(m => m.down());
            e.preventDefault();
            break;

        case 37: // LEFT ARROW
    }
});
```

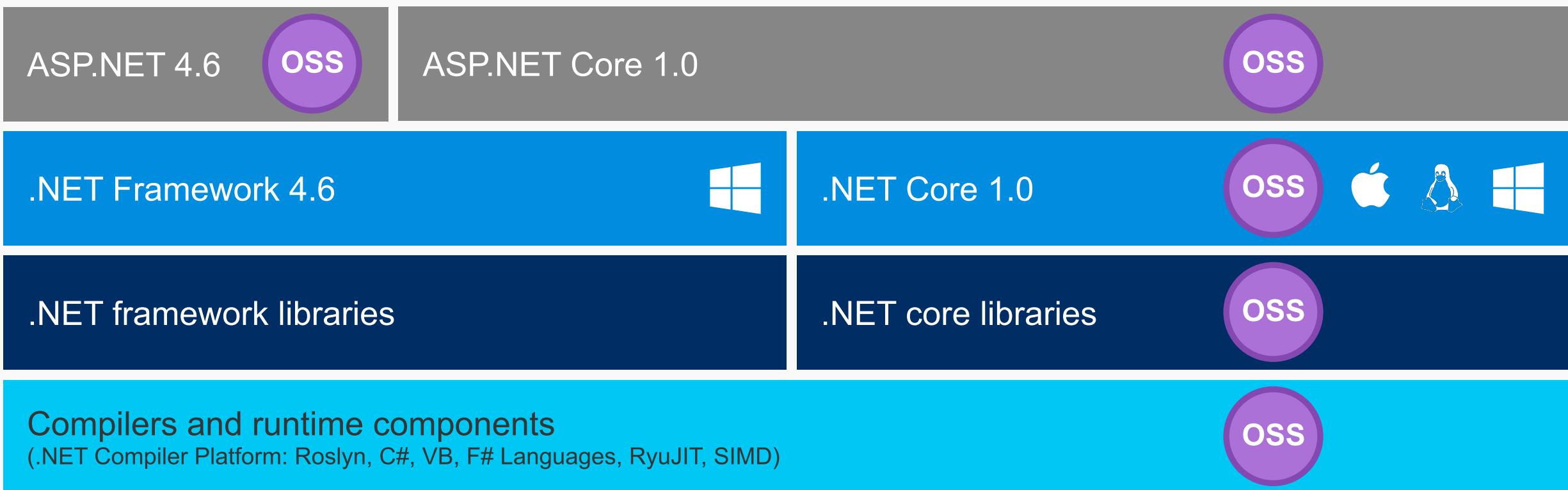


Visual Studio Online "Monaco" 2013

Meanwhile Microsoft Changes

- Run on **Windows** → Run **everywhere**
- Edit in **Visual Studio** → Use your **favorite editor**
- Black box** compilers → **Open Language Service APIs**
- Proprietary** → **Open Source**

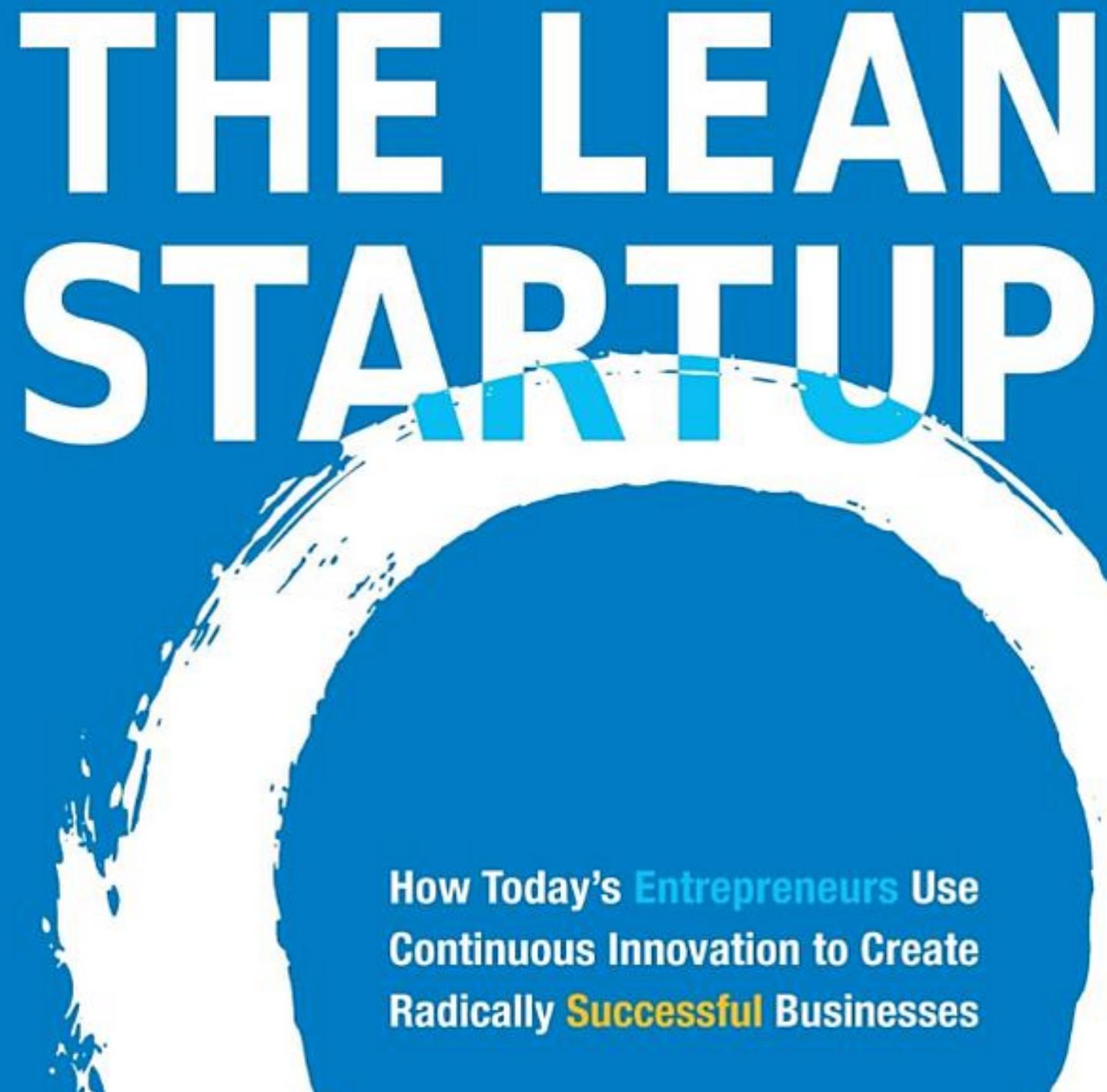
ASP.NET 4.6 and ASP.NET Core 1.0

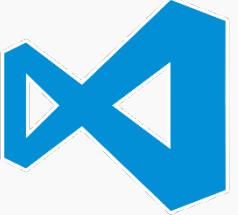


Hacker News: Microsoft “Hit List”

Hacker News new comments show ask jobs submit					
Microsoft takes .NET open source and cross-platform					
2376 points	ethomson	a year ago	772 comments	(http://news.microsoft.com/2014/11/12/microsoft-takes-net-open-source-and-cross-platform-adds-new-devices-to-dotnet)	
Microsoft Launches Visual Studio Code, a Free Cross-Platform Code Editor					
1608 points	MikusR	a year ago	542 comments	(http://techcrunch.com/2015/04/29/microsoft-shocks-the-world-with-visual-studio-code-a-free-code-editor-for-everyone)	
Microsoft Open Sources C# Compiler					
1297 points	keithwarren	2 years ago	451 comments	(http://roslyn.codeplex.com/)	
Microsoft CEO Steve Ballmer to retire within 12 months					
1183 points	tomorgan	3 years ago	771 comments	(http://www.microsoft.com/en-us/news/press/2013/aug13/08-23AnnouncementPR.aspx)	
The Next Microsoft					
1157 points	exogen	4 years ago	327 comments	(http://www.minimallyminimal.com/journal/2012/7/3/the-next-microsoft.html)	
Microsoft Acquires Xamarin					
1126 points	legomaster	3 months ago	383 comments	(http://weblogs.asp.net/scottgu/welcoming-the-xamarin-team-to-microsoft)	
Satya Nadella – Microsoft's CEO					
953 points	fredwu	2 years ago	570 comments	(http://www.microsoft.com/en-us/news/ceo/index.html)	
Hands-On with Microsoft's New Holographic Goggles					
946 points	vesinisa	a year ago	325 comments	(http://www.wired.com/2015/01/microsoft-hands-on)	
Yes, we're being bought by Microsoft					
941 points	jordanmessina	2 years ago	521 comments	(https://mojang.com/2014/09/yes-were-being-bought-by-microsoft/)	
Microsoft Launches Its .NET Distribution for Linux and Mac					
915 points	Errorcod3	a year ago	237 comments	(http://techcrunch.com/2015/04/29/microsoft-launches-its-net-distribution-for-linux-and-mac/)	
Microsoft , Google, Facebook Back Apple in Blocked Phone Case					
888 points	sbuk	2 months ago	240 comments	(http://www.bloomberg.com/news/articles/2016-02-25/microsoft-says-it-will-file-an-amicus-brief-to-support-a-blocked-phone-case)	
New Windows 10 Devices From Microsoft					
https://hn.algolia.com/?query=Microsoft					

Pivot
or
Persevere?





Visual Studio

A tool that combines the **simplicity of a code editor** with what developers need for the core **code-build-debug-commit cycle**



[Windows](#)

Windows 7, 8, 10

[.deb](#)

Debian, Ubuntu

[.rpm](#)

Red Hat, Fedora, CentOS

[OS X](#)

OS X Yosemite, El Capitan



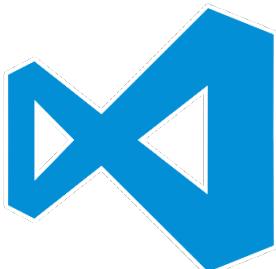
<https://github.com/Microsoft/vscode/>

editor

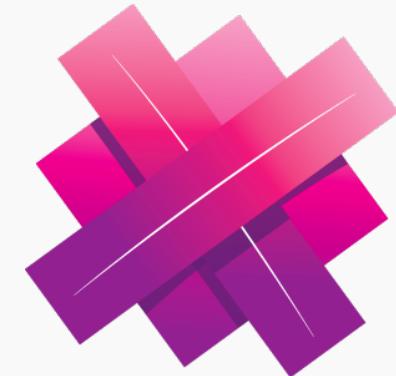
IDE

lightweight/fast
keyboard centered
file/folders
many languages
many workflows

project systems
code understanding
debug
integrated build
File>New, wizards
designers
ALM integration
platform tools
...



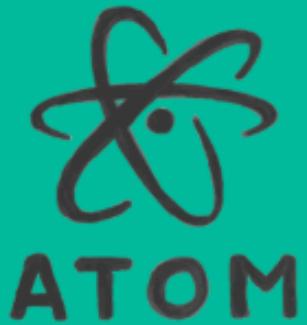
lightweight/fast
file/folders with project context
many languages
keyboard centered
code understanding
debug
task running



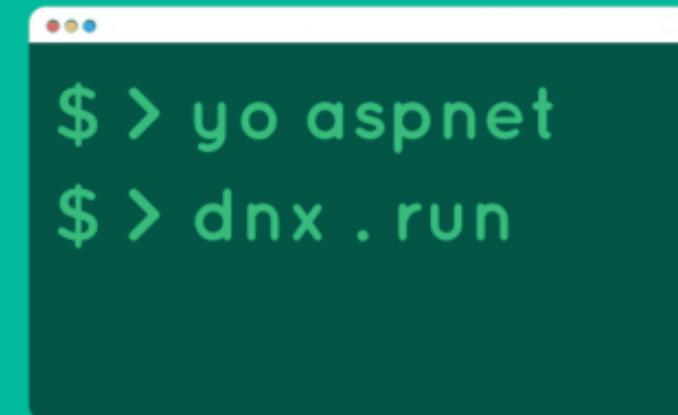
TypeScript



DEMO: .NET Core Development on OS
X



Brackets



Emacs



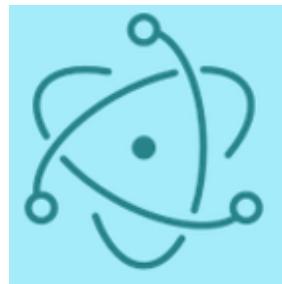
Sublime Text



Visual Studio Code

Inside Visual Studio Code – OSS in Action

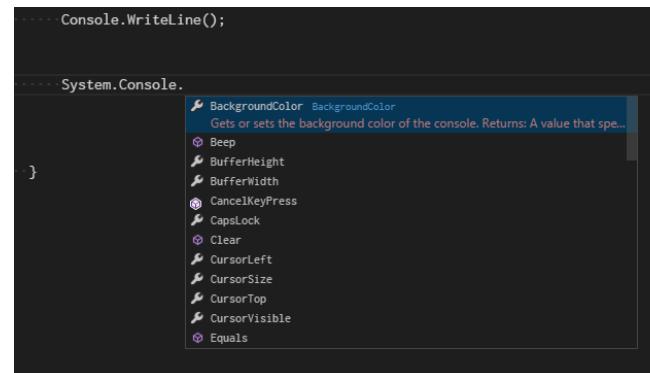
Electron, Node



TypeScript



Monaco Editor





ELECTRON

Build cross platform desktop apps with web technologies

Formerly known as Atom Shell. Made with ❤ by GitHub.



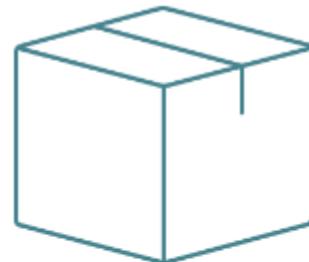
Web Tech

Use HTML, CSS, and JavaScript with Chromium and Node.js to build your app.



Open Source

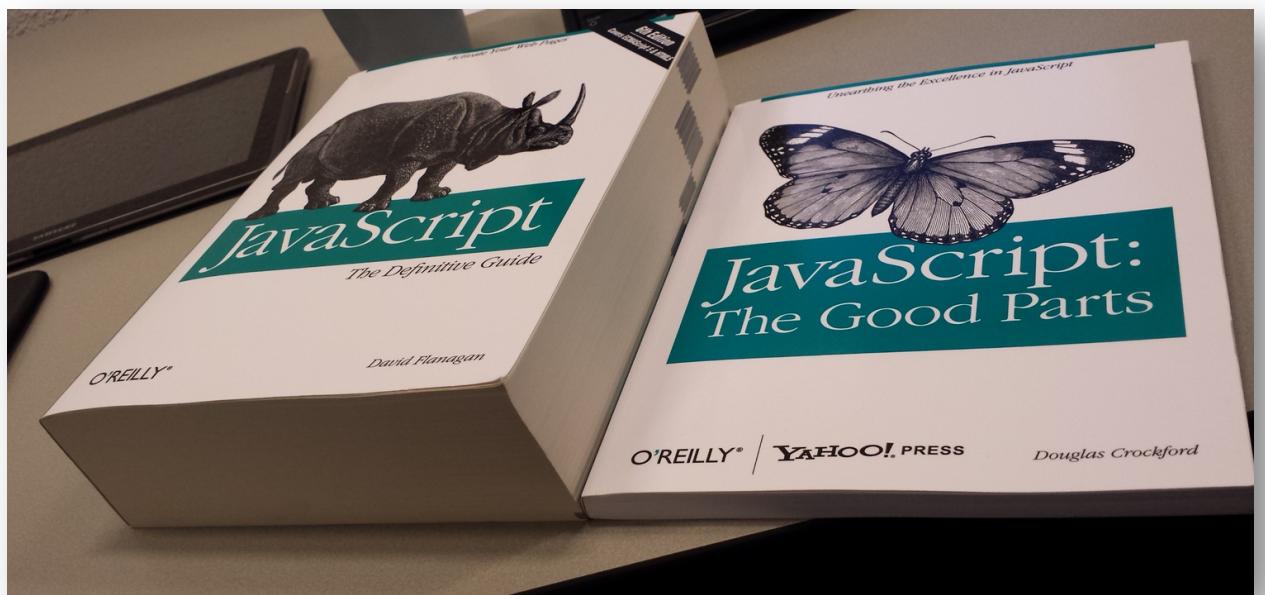
Electron is open source; maintained by GitHub and an active community.



Cross Platform

Electron apps build and run on Mac, Windows, and Linux.

It's fun
to program in
JavaScript



Pains

Compensating patterns for classes, modules and namespaces.

Refactoring JavaScript code is difficult!

Code becomes read only

Defining and documentation of APIs is difficult.

Type information in comments are not checked

TypeScript

Optional static types – better tooling: IntelliSense, Refactoring

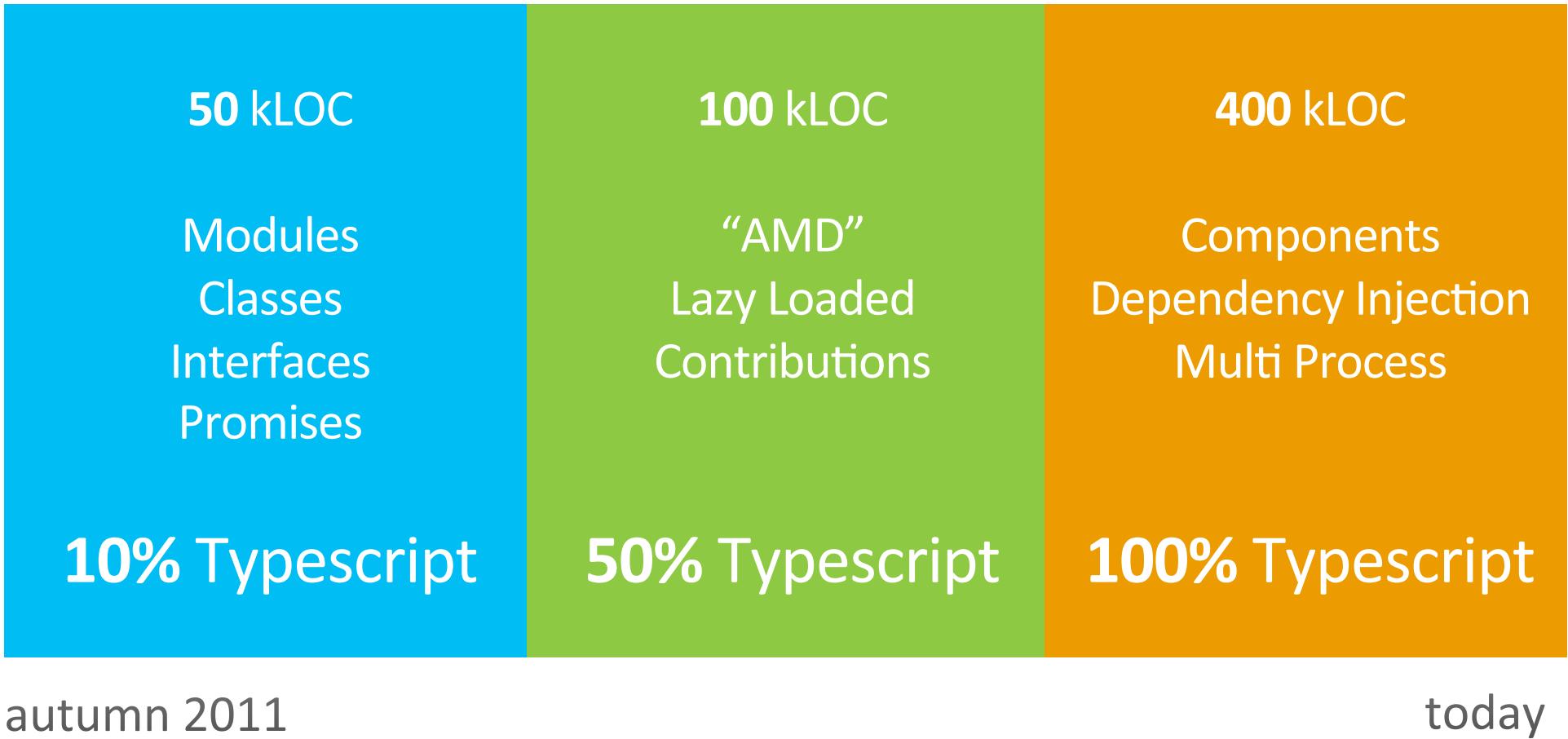
Better APIs docs

More safety

```
delete this.markers[range.statMarkerId]; // startMarkerId
```

Use features from the future (ES6, ES7) today

Growing the Code



VS Code Preview – April 2015

The screenshot shows the Visual Studio Code interface with the following details:

- Title Bar:** todo_controller.js - todomvc - Visual Studio Code
- Sidebar (EXPLORE):** Shows the project structure:
 - WORKING FILES (1 UNSAVED): todo_controller.js
 - TODOMVC folder:
 - duel
 - durandal
 - elm
 - emberjs
 - js
 - controllers (selected)
 - todo_controller.js
 - todos_controller.js
 - todos_list_controller.js
 - helpers
 - models
 - views
 - app.js
- Code Editor:** The todo_controller.js file is open, showing JavaScript code for an Ember.js application. A tooltip is displayed over the `getElementsByClassName` method call at line 27, column 33.

```
doneEditing: function () {
    var bufferedTitle = this.get('bufferedTitle').trim();

    if (Ember.isEmpty(bufferedTitle)) {
        // The `doneEditing` action gets sent twice when the user hits
        // enter (once via 'insert-newline' and once via 'focus-out').
        //
        // We debounce our call to 'removeTodo' so that it only gets
        // made once.
        Ember.run.debounce(this, 'removeTodo', 0);
        document.get
```

The tooltip for `getElementsByClassName` includes the following information:
• DOCUMENT_FRAGMENT_NODE
• getElementsByTagName
• getElementsByClassName
• getElementsByName (method) Document.getElementsByName(elementName: Gets a collection of objects based on the value of the NAME or ID attribute.)
• getElementsByTagName
• getElementsByTagNameNS
• getSelection
• set(ISEATING, false);
- Bottom Status Bar:** master 0 ▲ 1, Ln 27, Col 33 LF JavaScript ☺

Extensions

7,610

votes

Vote

Plugin system

With integrated package manager

51 comments · Flag idea as inappropriate...



PLANNED

- Visual Studio Team (Product Team, Microsoft) responded

We plan to offer plugin support for Visual Studio Code. Thank you for your interests and look for more details in our blog in the coming weeks. <http://blogs.msdn.com/b/vscode>.

For the preview we are looking for exactly this type of feedback. Keep it coming.

Sean McBreen – VS Code Team Member

Eclipse

Everything is...

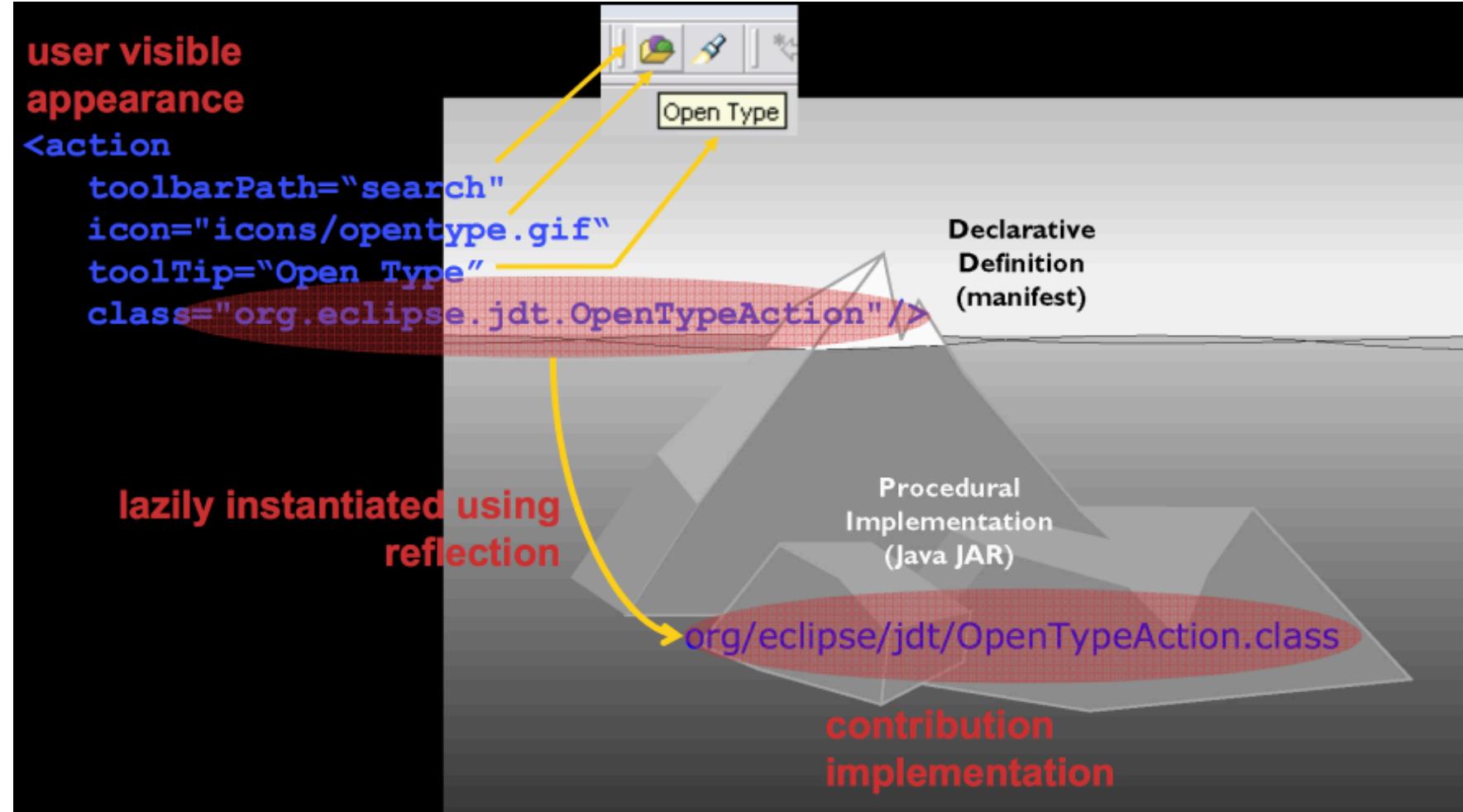
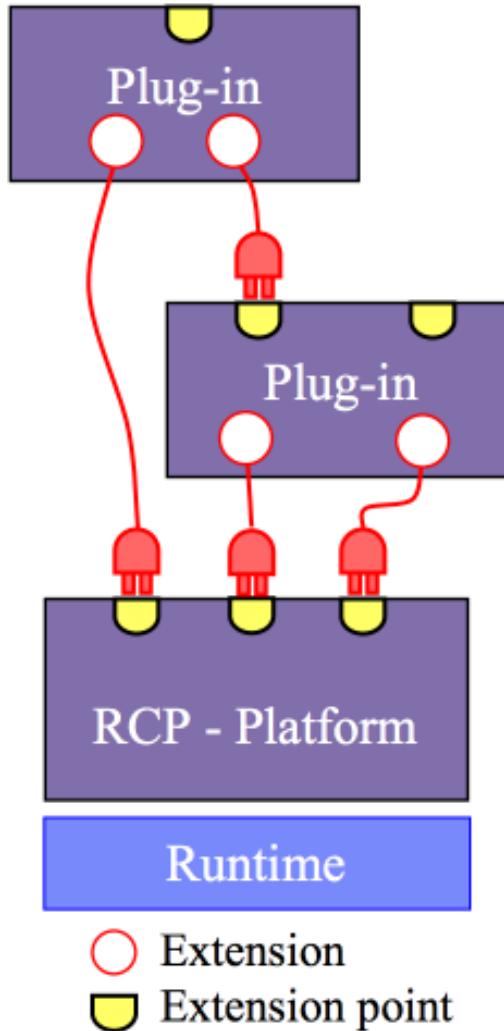
... a **plugin** with contributions

... implemented **in Java**

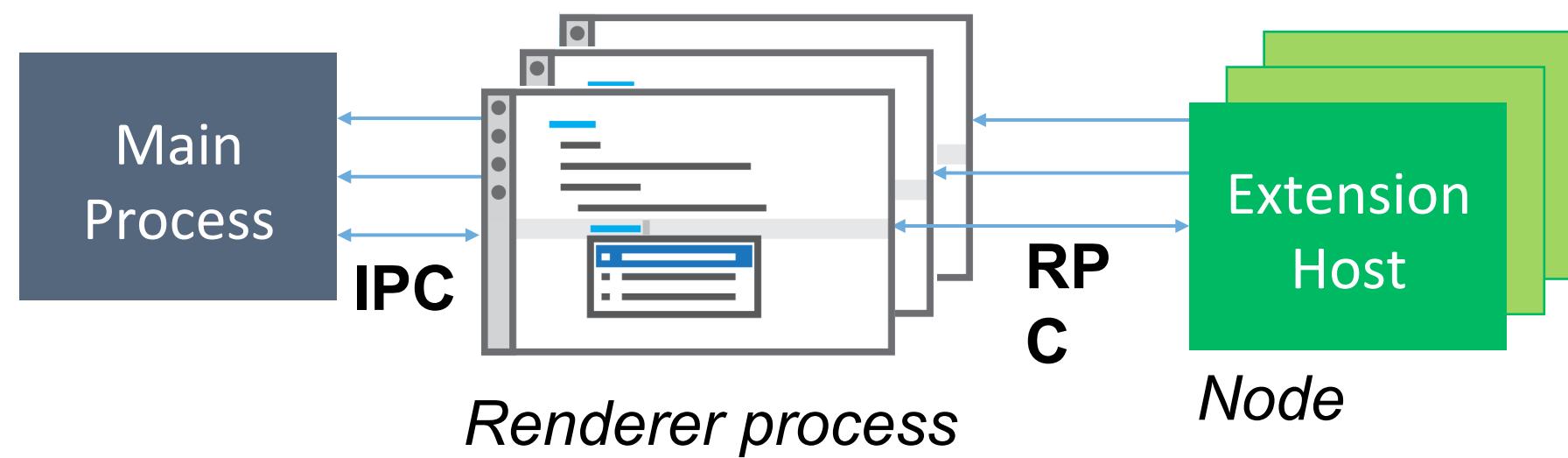
... runs in a **single shell/window**



Eclipse Plug-ins



Extension isolation



Controlled extensibility

JavaScript or TypeScript

Reuse node modules

API: **vscode.d.ts**

Extension description:
package.json

Language API

```
Console.WriteLine();
```

System.Console.
 ● BackgroundColor BackgroundColor
 ● Sets the background color of the console. Returns A value that spe...
 ● Depth
 ● BufferHeight
 ● BufferWidth
 ● CursorKeyPress
 ● Clear
 ● CursorLeft
 ● CursorSize
 ● CursorTop
 ● CursorVisible
 ● Equals

IntelliSense

```
@interface CodeEditorWidgetCreationOptions {
```

- CodeEditorWidgetCreationOptions
- CommonEditorOptions
- DiffEditorOptions
- EditorOperationBuilder
- EditorOptions
- EditorPosition
- EditorScrollbarOptions
- IdentifierSingleEditOperation
- InternalEditorOptions
- SingleEditOperation
- SingleEditOperationIdentifier
- getInverseEditOperations() ICursorStateComputerData
- KEYBINDING_CONTEXT.EDITOR_HAS_MULTIPLE_SELECTIONS "editor"
- variables (2)

goto symbol in file

```
5 namespace PartsUnlimited.Models  
6 {  
7     public class ExternalLoginConfirmationViewModel {
```

AccountController.cs (Controllers)
 ● Account... (2)
 ExternalLoginController
 ExternalLoginController
 ● Account... (1)
 public class External...

find all references

```
Console.WriteLine();
```

Console.WriteLine(
 ● WriteLine(char[] buffer, int index, int count)
 ● Writes the specified subarray of Unicode characters, followed by the current
 ● line terminator, to the standard output stream. An array of Unicode

parameter hints

```
Program.cs \
```

```
1 using System;  
2  
3 // This is a new line  
4 class Program  
5 {  
6     // this is a comment  
7     public static void Main()  
8     {  
9         var x = 123;  
10        Console.WriteLine();  
11        Console.WriteLine("hello world!");  
12    }  
13}
```

gutter

```
2 namespace Model  
3 {  
4     class User  
5     {  
6         public void use()  
7         {  
8             var toy = new Toy("train");  
9         }  
10    }  
11}  
12  
13
```

```
public Toy(string name)  
{  
    this.name = name;  
}
```

goto definition/preview

```
OrderDetail.cs \Models
```

```
1 namespace PartsUnlimited.Models  
2 {  
3     public class OrderDetail  
4     {  
5         public int OrderDetailId { get; set; }  
6     }  
7 }
```

inline references

```
3 references  
public int OrderId { get; set; }  
OrderIdentifier  
4 references  
public int ProductId { get; set; }
```

rename symbol

```
Bas...  
tic...  
urv...  
● Property 'Gam' does not exist on type 'typeof Mankala'.  
Driver.ts (13,26) \  
● Property 'positionCnt' does not exist on type 'Game'.  
Game.ts (59,9) \  
-1;  
= [1,2,3,4,5],
```

error/warnings

```
testjs \
```

```
1  
2 var fs = require('fs'),  
3     path = require('path');  
4  
5 var resourceFile = path.join(_dirname, './resource.txt');
```

(1/1) Cannot find name '_dirname'.

💡 Suggested fixes: Add /// reference to 'node/node.d.ts', Mark '_dirname' as global

inline errors

Language API – Providers



DEMO: Extension Development

Extensions, Extensions, Extensions



C#
Microsoft
C# for Visual Studio Code
(powered by OmniSharp)
 177K



Python
Don Jayamanne
Linting, Debugging (multi-threaded remote)
 101K



Go
lukehoban
Rich Go language support for
Visual Studio Code
 64.6K



Debugger for Chrome
Microsoft JS Diagnostic
Debug your JavaScript code
in the Chrome browser or
 63.3K



PowerShell
Microsoft
Develop PowerShell scripts in
Visual Studio Code!
 50.3K



C/C++
Microsoft
Complete C/C++ language
support including code-
 44.8K

★ 1000+ extensions in the marketplace



ESLint
Dirk Baeumer
Integrates ESLint into VS
Code.
 FREE



Material-theme
zhuangtongfa
Material themes for VS Code.
By ZTF
 FREE



Angular 1 JavaScript and
TypeScript snippets
johnpapa
Angular 1 JavaScript and
TypeScript snippets
 FREE



JavaScript (ES6) code snippets
charalampos karypis
Code snippets for JavaScript
in ES6 syntax
 FREE

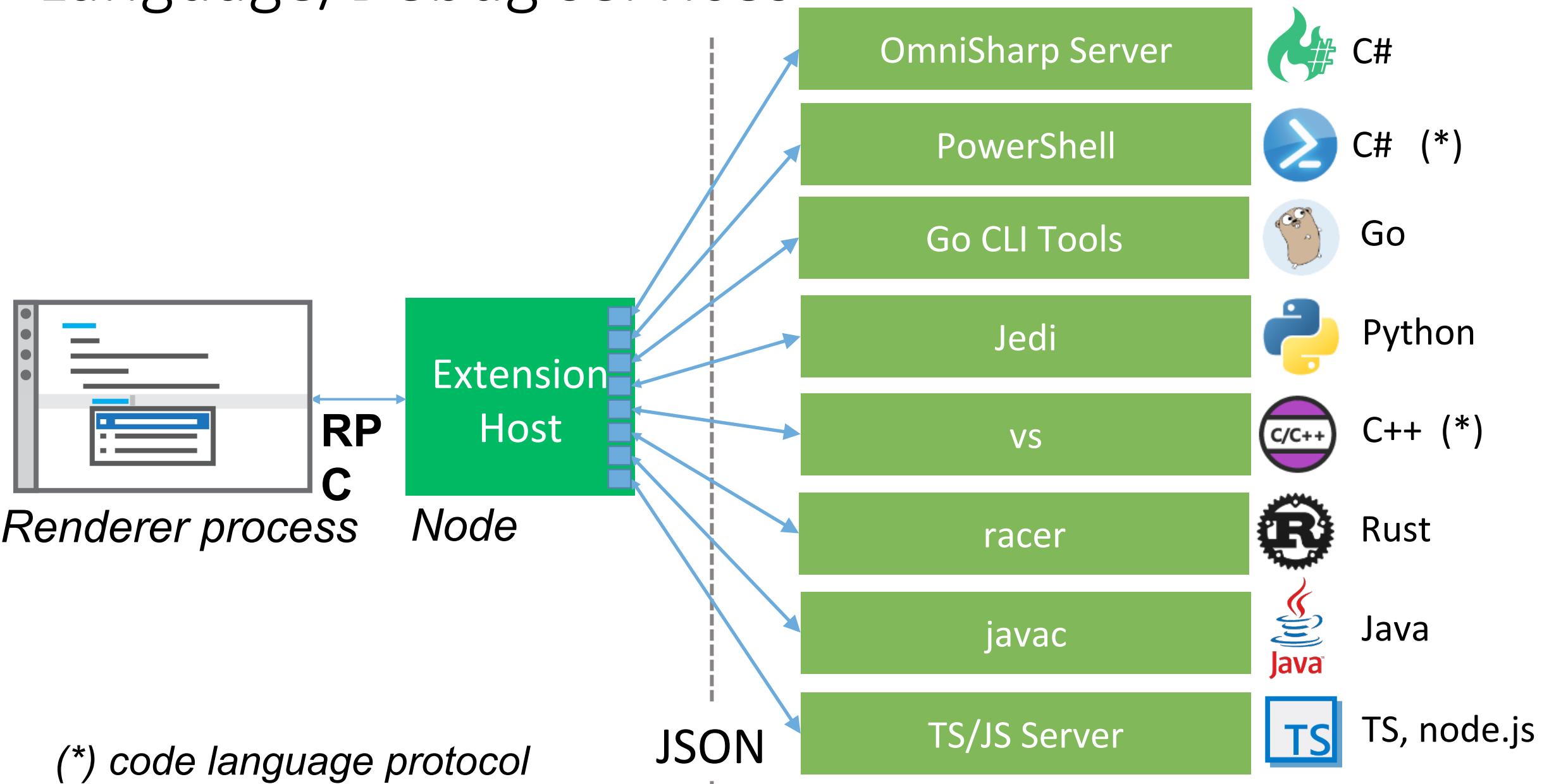


PHP Code Format
Martin Kase
Code format for PHP
Language
 FREE



Angular 2 TypeScript Snippets
johnpapa
Angular 2 TypeScript snippets
johnpapa
 FREE

Language/Debug services



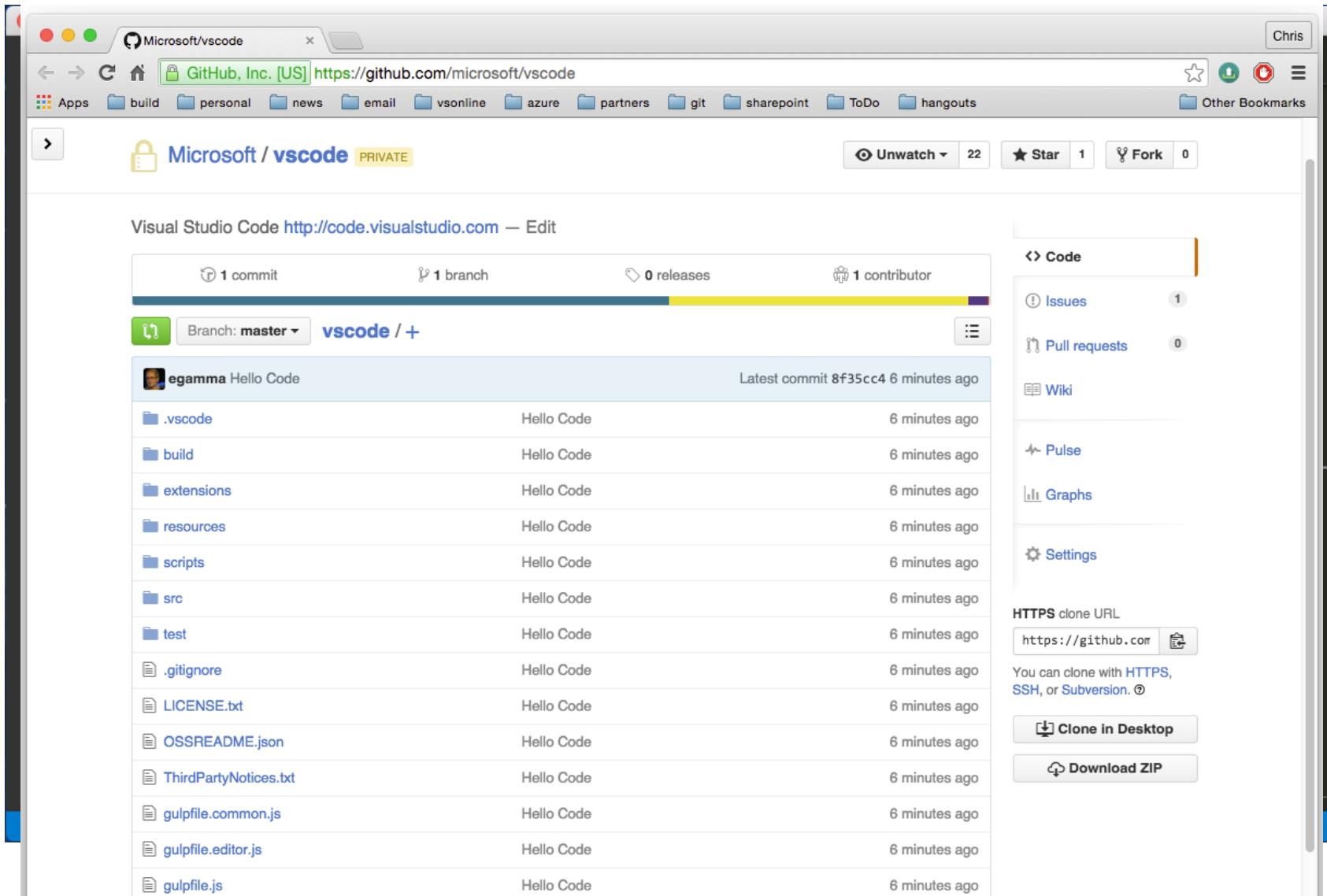
Tool Protocols

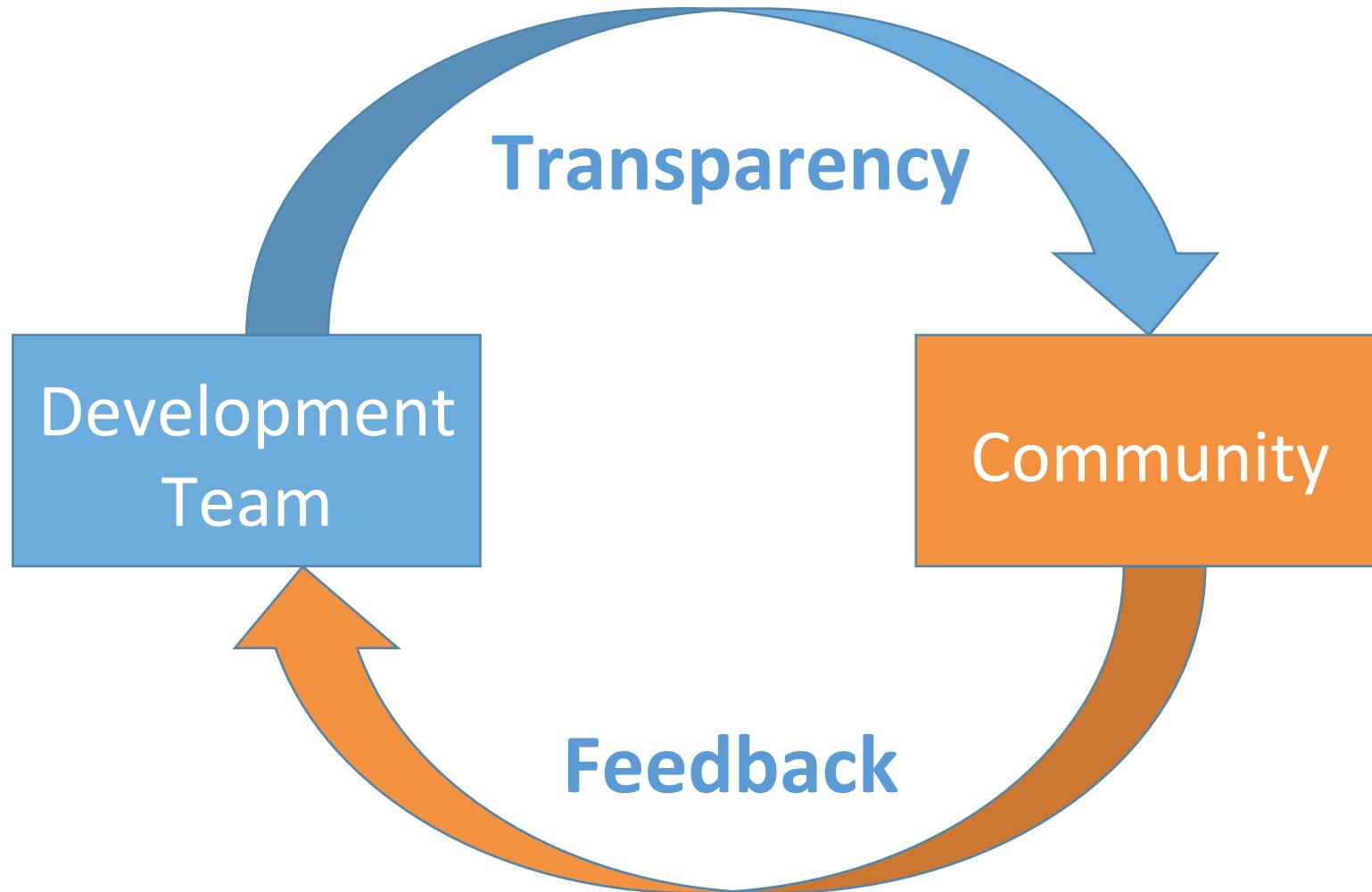
<i>Request</i>	<i>Response</i>	Language Protocol
definition	Returns the file location of the symbol at the given file location	
references	Returns the file locations that reference the symbol at the given file location	
completions	Returns possible completions at a given file location	
symbolDetails	Return a type information and documentation for the symbol at a given file location	
format	Returns edit instructions to format a file	
outline	Returns list of navigation tabs	<i>Request</i>
		launch
open	Notifies the server that the file was opened	setBreakpoints
close	Notifies the server that a project was closed	
change	Notifies the server that a resource was changed	continue, next, stepIn, stepOut
		stackTrace
		variables
		Event
		stopped
		exited

Debugger Protocol

DEMO: Sublime

November 2015: VS Code goes OSS





OSS - Transparency

Project Management

- [Roadmap](#)
- [Breaking Changes](#)
- [Development Process](#)
 - [Issue Tracking](#)
 - [Iteration Plans](#)
- [Previous Releases](#)
- [Related Projects](#)

Contributing

- [How to Contribute](#)
- [Submitting Bugs and Suggestions](#)
- [Code Organization](#)
- [Coding Guidelines](#)
- [Contributor License Agreement](#)
- [Requested Extensions](#)

Documentation

 [Roadmap](#)

Chris Dias edited this page on Jan 7 · 22 revisions

1.0 (March 31st)

Declare General Availability

- Accessibility
- Localization
- Stable APIs
- Performance

Eliminate Adoption Blockers

Core Editing

- Code folding
- Providing key bindings for users using non-US keyboards
- Improve the document management

May Iteration Plan #6105

 [Open](#)

egamma opened this issue 7 days ago · 0 comments



egamma commented 7 days ago · edited

This plan captures what we [work on during May](#) and will ship early June.

We arrived at the following themes for May:

- Work on highly requested UI features (tabs, integrated terminal).
- Make a repository with the Monaco/standalone editor available.
- Continue to do some UI explorations.

The [May Test Plan items](#) are created as issues get closed.

For more information about our development process please refer to the development

Schedule

Feedback Channels

Questions: **Stack Overflow**

Issues/Pull Requests: **GitHub**

Feature Voting: **User Voice**

Sentiment: **Twitter**

MSFT FTEs use to **same channels**

How do I get debugging to work after building VS Code from source?



2



1

Problem:



When I try to build `vscode-samples`, both with the included JavaScript and TypeScript versions (I ran `npm install` on each first), I'm not able to enter debug mode with `F5`. It says "Error: No extension installed for 'node' debugging."

Also...

I tried running and debugging `an extension` I had previously worked on for VS Code (I'm able to do this on the distribution available on <http://code.visualstudio.com>).

However, I'm getting a similar error: "No extension installed for 'extensionHost' debugging."

Any help would be greatly appreciated. Thanks!

vscode

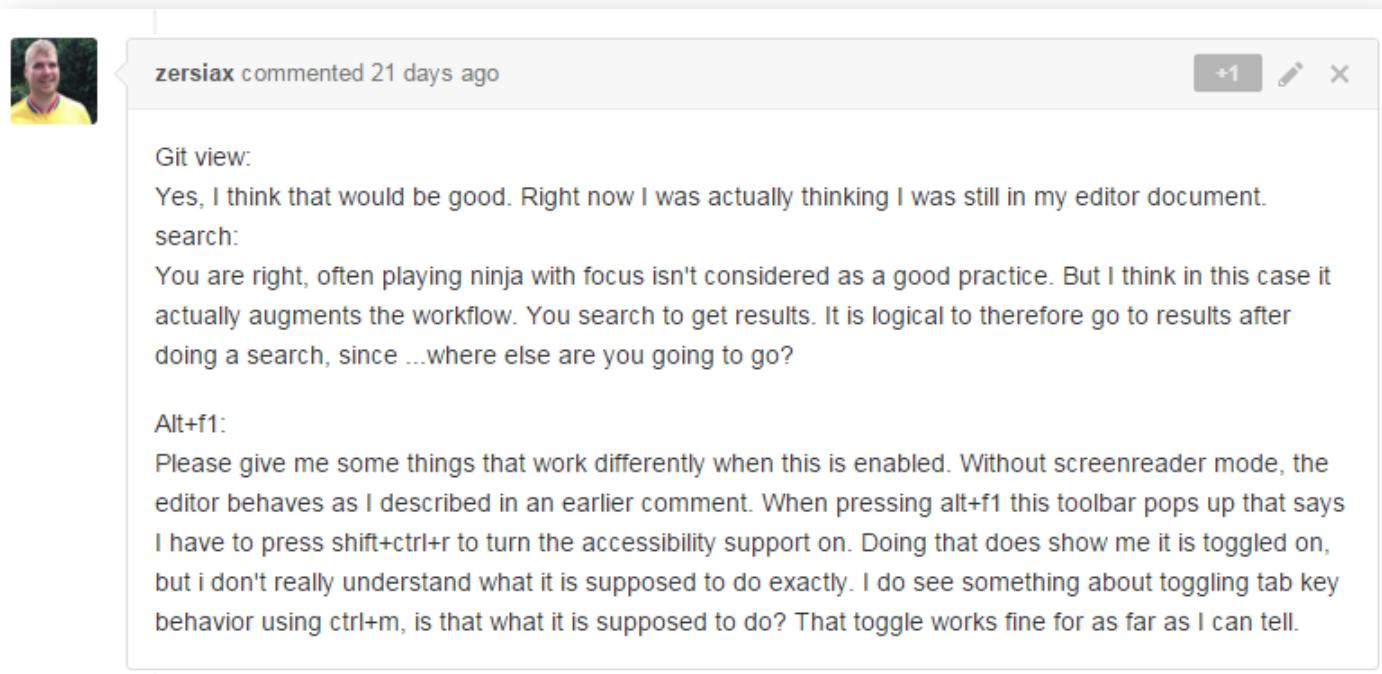
share edit flag

add a comment

asked Jan 22 at 19:58
 bgashler1
23 • 4

Feedback Example - Accessibility

Collaboration with GitHub on Electron accessibility



zersiax commented 21 days ago

+1  

Git view:
Yes, I think that would be good. Right now I was actually thinking I was still in my editor document.
search:
You are right, often playing ninja with focus isn't considered as a good practice. But I think in this case it actually augments the workflow. You search to get results. It is logical to therefore go to results after doing a search, since ...where else are you going to go?

Alt+f1:
Please give me some things that work differently when this is enabled. Without screenreader mode, the editor behaves as I described in an earlier comment. When pressing alt+f1 this toolbar pops up that says I have to press shift+ctrl+r to turn the accessibility support on. Doing that does show me it is toggled on, but i don't really understand what it is supposed to do exactly. I do see something about toggling tab key behavior using ctrl+m, is that what it is supposed to do? That toggle works fine for as far as I can tell.

<https://github.com/Microsoft/vscode/issues/2108>

More Feedback: Development Channels

Stability



Daily updates



Krzysztof Cieślak

@k_cieslak



Follow

Looks like today's @code insiders have some problem with git file diffs.

```
git diff --diff-filter=U --color=auto <file>
1 NUGET
2   remote: https://www.nuget.org/api/v2
3     FARE (4.27)
4       FunScript (1.1.94)
5         Microsoft.Bcl (1.1.10) - framework: net10, net11, net20, net30, net35, net40, net40-.net45
6           Microsoft.Bcl.Build (> 1.0.14)
7             Microsoft.Bcl.Build (5.0.21) - import_targets: false, framework: net10, net11, net20, net30, net35, net40, net40-.net45
8               Microsoft.Bcl.Http (2.2.29) - framework: net30, net31, net20, net30, net35, net40, net40-.net45
9                 Microsoft.Bcl (1.1.10)
10                   Microsoft.Bcl.Build (> 1.0.14)
11                     Node.js (5.8)
12                       Npm.js (2.13.1)
13                         Node.js (> 0.12.7)
14                           Octokit (0.19)
15                             Microsoft.Net.Http - framework: net10, net11, net20, net30, net35, net40, net40-.net45
16 GITHUB
17   remote: https://github.com/ionicide/ionide-vscode-helpers.git
18     (6d1a88de2179222a5639cf80664234bc6c2fb4b)
19       build.build.cmd
20   remote: https://github.com/ionicide/FSharpFormatting.CLI.git
21     (88996884852cebe1ba852896fb99881fa0923b1f)
22       build.build.cmd
23   remote: https://github.com/ionicide/FSharp.AutoComplete.git
24     (90a23587453c82314ed52a188640cbfad5882aaa)
25       build.build.cmd localRelease
26   remote: https://github.com/fsharp/FSharp.projects.Forge.git
27     (7b61daaabb998c6087238566d5df8e61c59e59a)
28       build.build.cmd
29   remote: git@github.com:alexrudima/FSharpGrammar.git
30     (77ed35a24efc2d8ecc84482250589a7f24b880ea)
31 GITHUB
32   remote: fsharp/FAKE
33     modules/Octokit/Octokit.fsx (8c877f35f8cd035d485109ddde1810dafe6985d1a)
34       Octokit
```

12:47 PM - 9 Jun 2016

Diff is broken #7474



joaomoreno opened this issue 5 days ago · 8 comments



joaomoreno commented 5 days ago · edited

Fixes #7474: Prevent cancelation of worker proxy object promise

master



alexandrudima committed 5 days ago

1 parent ff9bf52



Showing 1 changed file with 3 additions and 1 deletion.

VS Code OSS vs. VS Code Distro

VS Code **OSS**

Everybody can build from github repo

Not branded

MIT License

Supported by Community

VS Code **Distro**

Builds on VS Code

MS branded (logo, telemetry, gallery)

MS Standard License

Supported by MS

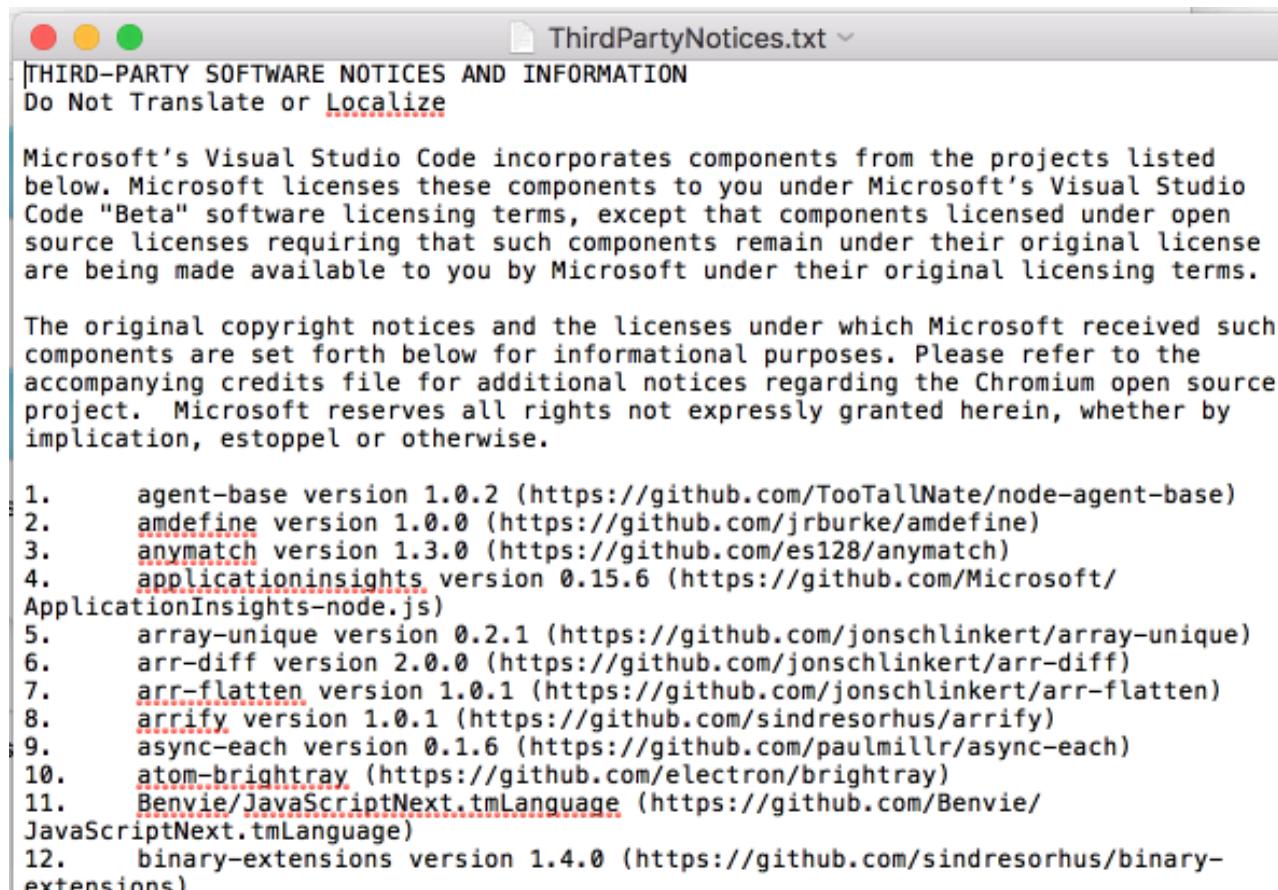
Easy for Developers

VS Code consumes 142 OSS components, 90+% are node modules

Variety of licenses, sometimes none

We track, review each license, C/R statements for every dependency

Needs tooling to generate and maintain third party notices



The screenshot shows a Mac OS X window titled "ThirdPartyNotices.txt". The window contains a single text file with the following content:

```
THIRD-PARTY SOFTWARE NOTICES AND INFORMATION  
Do Not Translate or Localize  
  
Microsoft's Visual Studio Code incorporates components from the projects listed below. Microsoft licenses these components to you under Microsoft's Visual Studio Code "Beta" software licensing terms, except that components licensed under open source licenses requiring that such components remain under their original license are being made available to you by Microsoft under their original licensing terms.  
  
The original copyright notices and the licenses under which Microsoft received such components are set forth below for informational purposes. Please refer to the accompanying credits file for additional notices regarding the Chromium open source project. Microsoft reserves all rights not expressly granted herein, whether by implication, estoppel or otherwise.  
  
1. agent-base version 1.0.2 (https://github.com/TooTallNate/node-agent-base)  
2. amdefine version 1.0.0 (https://github.com/jrburke/amdefine)  
3. anymatch version 1.3.0 (https://github.com/es128/anymatch)  
4. applicationinsights version 0.15.6 (https://github.com/Microsoft/ApplicationInsights-node.js)  
5. array-unique version 0.2.1 (https://github.com/jonschlinkert/array-unique)  
6. arr-diff version 2.0.0 (https://github.com/jonschlinkert/arr-diff)  
7. arr-flatten version 1.0.1 (https://github.com/jonschlinkert/arr-flatten)  
8. arrify version 1.0.1 (https://github.com/sindresorhus/arrify)  
9. async-each version 0.1.6 (https://github.com/paulmillr/async-each)  
10. atom-brightray (https://github.com/electron/brightray)  
11. Benvie/JavaScriptNext.tmLanguage (https://github.com/Benvie/JavaScriptNext.tmLanguage)  
12. binary-extensions version 1.4.0 (https://github.com/sindresorhus/binary-extensions)
```

Easy for Contributors: CLA BOT

 Show the total number of matches in the Search tab ✓ **cla-already-signed**
#6997 opened 10 hours ago by kisstkondoros

 msftclas commented 10 hours ago Microsoft member +  

Hi @kisstkondoros, I'm your friendly neighborhood Microsoft Pull Request Bot (You can call me MSBOT).
Thanks for your contribution!
You've already signed the contribution license agreement. Thanks!

The agreement was validated by Microsoft and real humans are currently evaluating your PR.

TTYL, MSBOT;



 msftclas added the **cla-already-signed** label 10 hours ago

Summary

Run on **Windows**



Run **everywhere**

Edit in **Visual Studio**



Use your **favorite editor**

Black box compilers



Open Language Service APIs

Proprietary



Open Source

just@code
code.visualstudio.com

Thank you!

@erichgamma

@code