raspu

Highlightr

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raspu Merge pull request #93 from raspu/develop 628094f on Dec 29, 2022 167 commits

Example	Removed Development Team	2 months ago
Highlightr-macOS	Added Carthage project (WIP)	6 years ago
Highlightr.xcodeproj	Added Xcode Dark Mode	2 months ago
Highlightr	Added Carthage project (WIP)	6 years ago
Pod	Added Xcode Dark Mode	2 months ago
.gitignore	Update gitignore for Swift Package Manager	3 years ago
.travis.yml	Initial commit	7 years ago
CHANGELOG.md	Updated pod version to 2.1.0	5 years ago
Highlightr-iOS copy-Info.plist	Added Carthage project (WIP)	6 years ago
Highlightr.podspec	Added swift version to podspec, removed old .swift-ver...	5 years ago
LICENSE	Update LICENSE	7 years ago
Package.swift	Added Xcode Dark to SPM Manifest	2 months ago
README.md	Update README.md	5 years ago
_Pods.xcodeproj	Initial commit	7 years ago
coding.gif	Added sample images	7 years ago
mix2.gif	Adjusted gif examples	7 years ago

README.md

Highlightr

pod v2.1.0

Carthage compatible

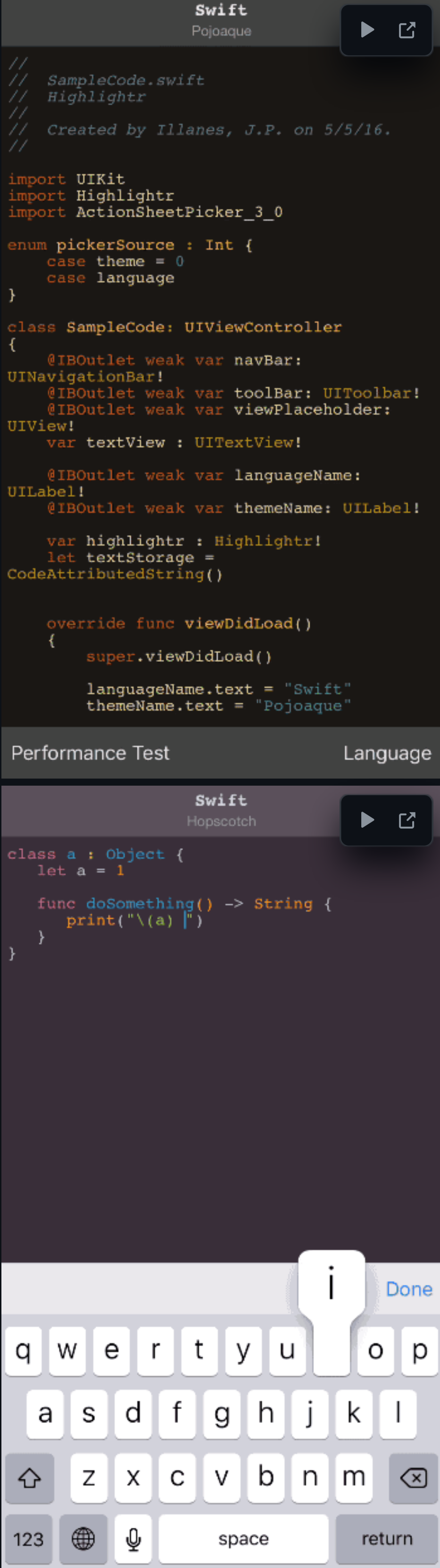
docs 100%

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platform osx | ios

Highlightr is an iOS & macOS syntax highlighter built with Swift. It uses [highlight.js](#) as it core, supports [185 languages and comes with 89 styles](#).

Takes your lame string with code and returns a NSAttributedString with proper syntax highlighting.



Installation

Requirements

- iOS 8.0+
- macOS 10.10+

CocoaPods

[CocoaPods](#) is a dependency manager for Cocoa projects. You can install it with the following command:

```
$ gem install cocoapods
```

To integrate Highlightr into your Xcode project using CocoaPods, specify it in your `Podfile`:

```
source 'https://github.com/CocoaPods/Specs.git'
use_frameworks!

target '<Your Target Name>' do
  pod 'Highlightr'
end
```

Then, run the following command:

```
$ pod install
```

Carthage

[Carthage](#) is a decentralized dependency manager that builds your dependencies and provides you with binary frameworks.

You can install Carthage with [Homebrew](#) using the following command:

```
$ brew update
$ brew install carthage
```

To integrate Highlightr into your Xcode project using Carthage, specify it in your `Cartfile`:

```
github "raspu/Highlightr"
```

Run `carthage update` to build the framework and drag the built `Highlightr.framework` into your Xcode project.Highlightr

Usage

Highlightr provides two main classes:

Highlightr

This is the main endpoint, you can use it to convert code strings into NSAttributedString.

```
let highlightr = Highlightr()
highlightr.setTheme(to: "paraiso-dark")
let code = "let a = 1"
// You can omit the second parameter to use automatic language detection.
let highlightedCode = highlightr.highlight(code, as: "swift")
```

CodeAttributedString

A subclass of NSTextStorage, you can use it to highlight text on real time.

```
let textStorage = CodeAttributedString()
textStorage.language = "Swift"
let layoutManager = NSLayoutManager()
textStorage.addLayoutManager(layoutManager)

let textContainer = NSTextContainer(size: view.bounds.size)
layoutManager.addTextContainer(textContainer)

let textView = UITextView(frame: yourFrame, textContainer: textContainer)
```

JavaScript?

Yes, Highlightr relies on iOS & macOS [JavaScriptCore](#) to parse the code using highlight.js. This is actually quite fast!

Performance

It will never be as fast as a native solution, but it's fast enough to be used on a real time editor.

It comes with a custom made HTML parser for creating NSAttributedStrings, is pre-processing the themes and is preloading the JS libraries. As result it's taking around of 50 ms on my iPhone 6s for processing 500 lines of code.

Documentation

You can find the documentation for the latest release on [cocoadoocs](#).

License

Highlightr is available under the MIT license. See the LICENSE file for more info.

Highlight.js is available under the BSD license. You can find the [license file here](#).

About

iOS & OSX Syntax Highlighter.

syntax-highlighting

macos

swift-library

ios

highlight

ios-lib

sample-gif

Readme

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SPM Support

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No packages published

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