Lesim-mode: Edit Learning Simulator scripts in Emacs

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Lesim-mode is an Emacs major mode to write and run Learning Simulator scripts. To learn more about the Learning Simulator, see this short article and the online documentation.

Lesim-mode helps to ensure that a script is correct by highlighting common syntax errors and typos, like misspelled keywords and stimulus elements.[1]

You can run Learning Simulator scripts directly from lesim-mode buffers. Errors are reported in the minibuffer and highlighted in the script buffer.

For integration with org-mode, see ob-lesim mode.

1 Installing

Install from here for now, hopefully from MELPA later.

Open the lesim-mode directory in Emacs and do `M-x package-install-from-buffer`.

Add `(require 'lesim-mode)` to your Emacs init file (most often, `.emacs.d/init.el`).

2 Using

Syntax highlighting is enabled automatically.

Parameter assignments and other constructs are highlighted if incorrect. (Not 100% comprehensive yet.)

`C-c C-c` runs the script in the Learning Simulator, highlighting errors in the buffer.

`TAB` and `Shift-TAB` in move between fields in phase blocks, and by word elsewhere. They also align phase blocks at `|` signs and parameter blocks at `=` signs.

`C-c C-t` inserts a template script (see 3).

`C-c C-h` re-highlights the whole script, case something looks funny.

3 Configuration

Using `M-x customize-group lesim` you can configure:

[1] However, lesim-mode does not understand the full Learning Simulator syntax. That is a job for Superman, that is, Learning Simulator chief software architect Markus Jonsson.

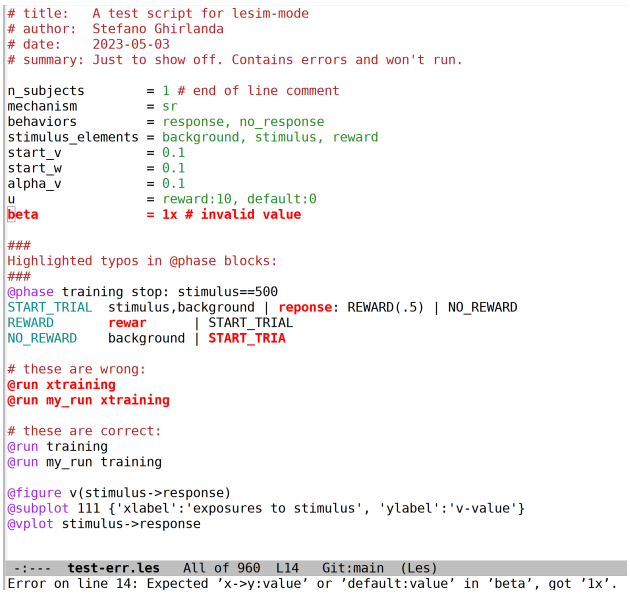

Figure 1: Sample screenshot

- The command used to run the Learning Simulator (default: `lesim.py`).
- The key binding to run scripts.
- The key binding to insert a template script.
- The key binding to re-highlight the buffer.
- Whether to insert a template script when opening an empty `.les` file (default: `nil`).

4 Bugs and planned features

Please use issues on Github for bug reports and feature requests.