Creating a Layered Text Editor

Hawk Weisman
hawk@hawkweisman.me
http://hawkweisman.me

Department of Computer Science
Allegheny College

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Text Editors Today

1. Terminal-Based

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     - Information overload?
   - Text Editors (SublimeText, notepad++, TextMate ...)

Text Editors Tomorrow

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    - **Modal editors:** multiplex keyboard commands

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- **Idea**: display information in *layers*
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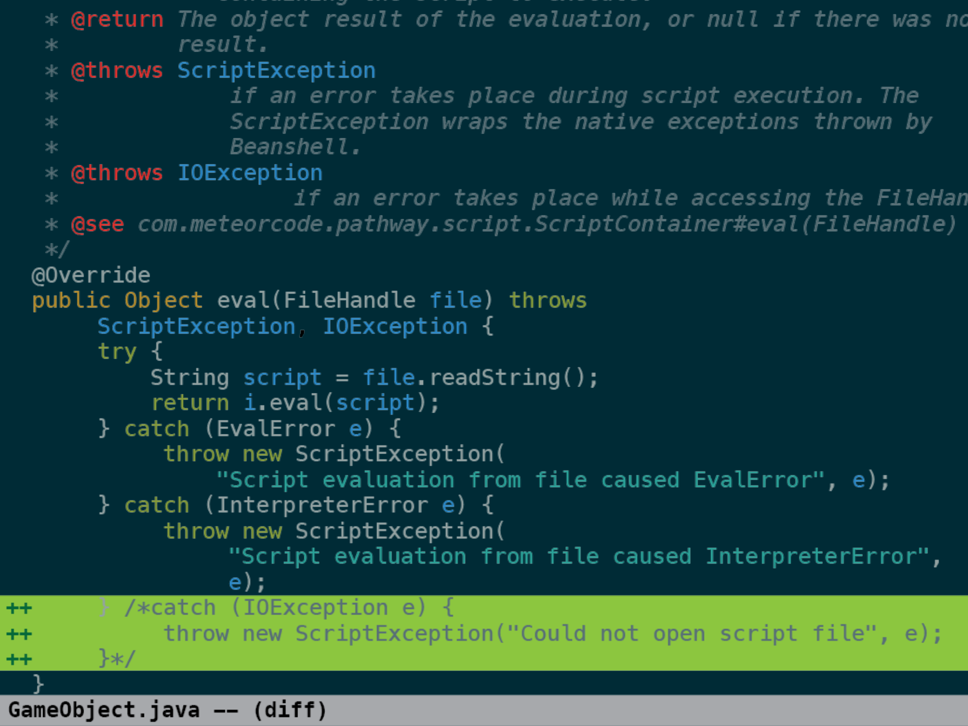
  - **Modal editors:** multiplex keyboard commands
  - **Layered editors:** multiplex information display

```java
 *                 containing the script to execute.
 * @return The object result of the evaluation, or null if there was no
 *         result.
 * @throws ScriptException
 *             if an error takes place during script execution. The
 *             ScriptException wraps the native exceptions thrown by
 *             Beanshell.
 * @throws IOException
 *                  if an error takes place while accessing the FileHan
 * @see com.meteorcode.pathway.script.ScriptContainer#eval(FileHandle)
 */
@Override
public Object eval(FileHandle file) throws
     ScriptException, IOException {
     try {
         String script = file.readString();
         return i.eval(script);
     } catch (EvalError e) {
          throw new ScriptException(
              "Script evaluation from file caused EvalError", e);
     } catch (InterpreterError e) {
          throw new ScriptException(
               "Script evaluation from file caused InterpreterError",
               e);
     } /*catch (IOException e) {
          throw new ScriptException("Could not open script file", e);
     }*/
}
```

GameObject.java



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GameObject.java -- (diff)
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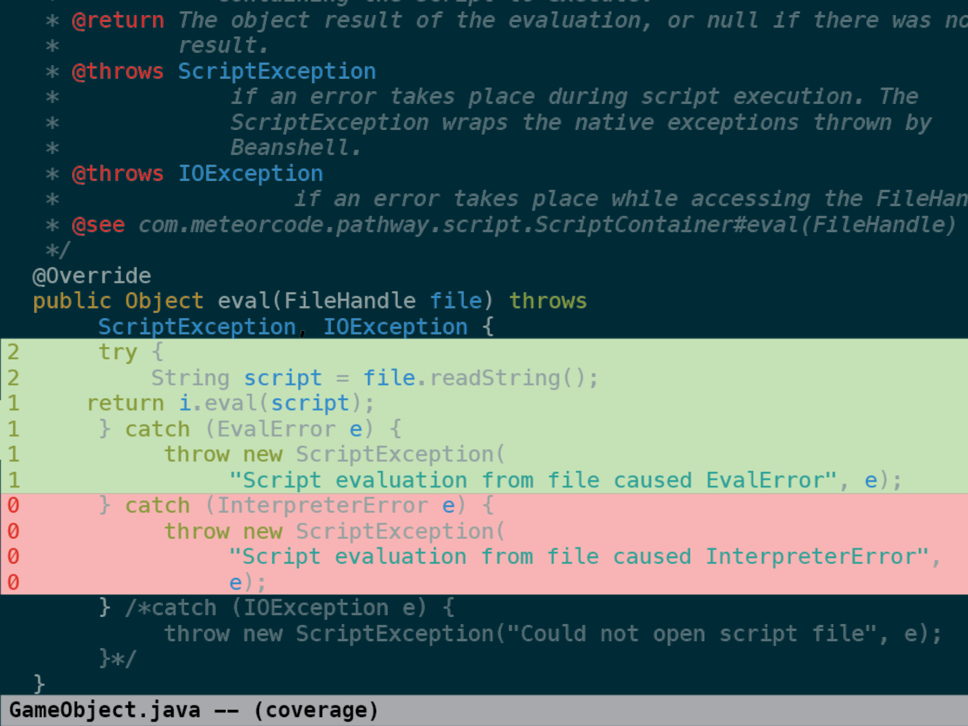

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GameObject.java -- (coverage)
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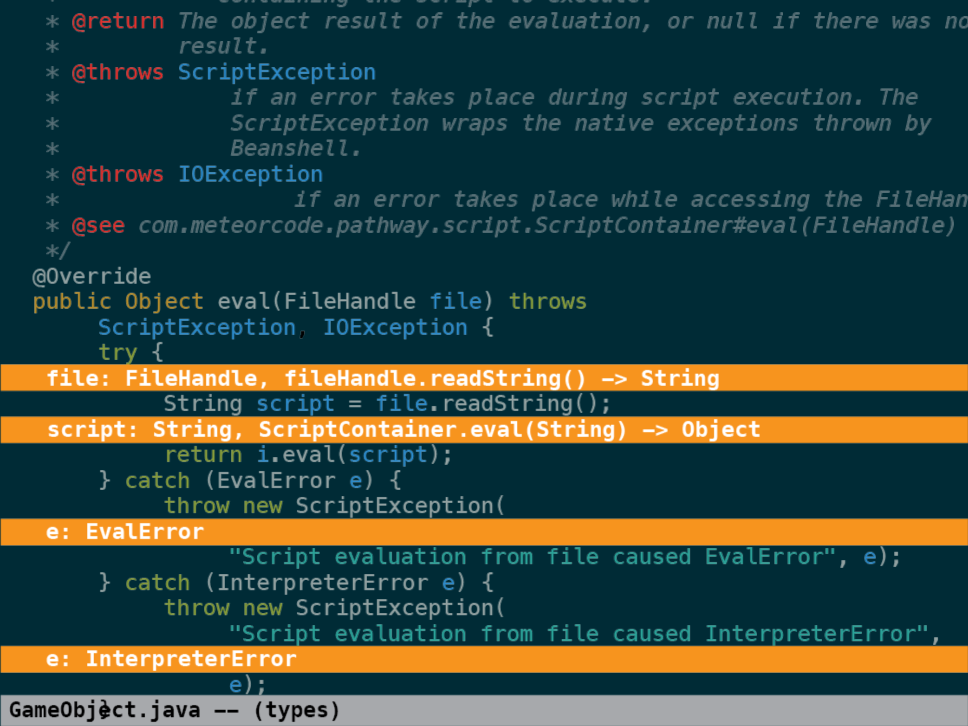

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    - **Opinions:** satisfaction, ease of use, ease to learn
2. Plugin Developers
    - Open-source release
    - Collect feedback
    - Compare lines of code with plugins for other editors

Questions?

Contact me: hi@hawkweisman.me

More information: `http://hawkweisman.me/notebook/ideas/2015/03/04/a-layer-based-text-editor/`