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Notepad++

FOR CONTEXT MKIV

Version 0.91

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1 Background

1.1 Motivation

A continuing desideratum for `CONTEXT` is a user-friendly writing and editing environment, where the range of application of the category “user-friendly” especially includes non-experts in programming or software development. The lack of such an environment is one factor that inhibits the wider use of `CONTEXT`. Despite its incredible power and precision, at present it is not generally feasible for instructors and researchers in, e.g., the humanities to assign the use of `CONTEXT` to students, or to use it to collaborate on projects.

The first author of this manual, Idris Samawi Hamid, is a professor who has felt the acuteness of this lacuna. In the course of an ongoing effort to address it, in 2017 a project to develop a set of utilities for the Windows editor Notepad++, including a dedicated `CONTEXT` lexer plugin, was launched. The software development plan was developed and supervised by Hamid, who also wrote the color-scheme and themes. The initial C++ code and Python scripts were written by Jason Wu (a research assistant at Colorado State University); currently the code and scripts are written by and maintained with coauthor Luigi Scarso. This manual documents a major release of that project: For the moment we call the project, simply, **Notepad++ for `CONTEXT` MkIV**.

1.2 History

Prior to his move to `CONTEXT`, Hamid was using the shareware editor WinEdt. At that time WinEdt was (and probably still is) a very polished environment for writing and processing documents written in \TeX . However, configuring WinEdt for `CONTEXT` was critically impeded, due in major part to the fact that much of its graphical user interface was hardcoded for a certain famous document preparation system. Around the same time, lexers and tools were being developed for SciTE, which eventually became the standard text-editor for `CONTEXT`. Despite its `CONTEXT`-friendly tools, Hamid continued to miss many of the configuration and interface options of WinEdt that made editing and processing \TeX documents so efficient and user-friendly for non-programmers. After trying virtually every available option – explicitly \TeX -friendly or other – he finally settled upon Notepad++. Its look, feel, and extensive configuration options allowed Hamid to quickly achieve a setup analogous to WinEdt. A few characteristics of WinEdt were still missed; on the other hand, Notepad++ brought to the table other features missing in WinEdt; these made the transition worth it. For example, Notepad++ supports global bidirectional text editing essential for the Arabic script – WinEdt had no such support).

Eventually, over a decade ago, a basic package for Notepad++ was released to the `CONTEXT` community by Hamid. It consisted of a number of configuration files, including, among other things,

- a UDL (User-Defined Language) file for code highlighting of different classes of \TeX -commands and other keywords;
- an autocompletion “API”; and
- some console scripts, many of which appear under the menu item “Macros”. These provided, among other things, a functionality largely identical to that provided by the corresponding SciTE scripts for `CONTEXT` – found under the menu item “Tools”.¹

¹ That package, now obsolete, is remains available here: http://wiki.contextgarden.net/File:Npp_Context-Uni.zip

Although remarkably versatile, the UDL system was still too restrictive. Other Notepad++ mechanisms, such as autocompletion of control sequences, were not designed with $\text{T}_{\text{E}}\text{X}$ -type languages in mind, resulting in certain limitations or annoyances. Among other issues: As $\text{C}_{\text{O}}\text{N}_{\text{T}}\text{E}_{\text{X}}\text{T}$ MkIV has continued to develop in the direction of a pure markup language, its syntax has

- become considerably more verbose; and
- demanded a mechanism for easy tagging of text with, e.g., braces or a set of `\start|\stop<command>` sequences.

Mere autocompletion of commands was no longer sufficient for efficient content writing and editing. Fortunately WebEdit, a Notepad++ plugin designed for XML-type tagging and related function completion, came to the rescue. Unfortunately it also had certain limitations which inhibited a fully satisfactory solution.

In the wake of these and other limitations: What we needed was a dedicated $\text{C}_{\text{O}}\text{N}_{\text{T}}\text{E}_{\text{X}}\text{T}$ lexer and plugin to assist content writing and editing. In combination with other mechanisms and plugins, the result would be a complete Notepad++ system for writing, editing, and processing $\text{C}_{\text{O}}\text{N}_{\text{T}}\text{E}_{\text{X}}\text{T}$ documents. Hence **Notepad++ for $\text{C}_{\text{O}}\text{N}_{\text{T}}\text{E}_{\text{X}}\text{T}$ MkIV**.

2 Introduction to NOTEPAD++

2.1 Features

Developed by Don Ho, Notepad++ is a very popular text editor for the Windows platform. Although geared towards programmers and web designers, it has a number of features that make it exceptionally appropriate for non-programmers. Notepad++ features, among other things

- A user-friendly configuration system, via graphical dialogs and settings saved to editable XML files;
- both multiple and single-document splitting;
- translation of its display interface into multiple languages;
- the toolset TextFX, which provides a plethora of functions that would normally involve writing scripts on the part of the user;
- a plugin system and a vast catalogue of over 100 available plugins which immensely extend the capabilities of Notepad++ in a user-friendly manner.
- the User-Defined Language system, which allows the user to easily define folding rules and syntax highlighting for a coding language that does not already come with Notepad++. It is especially useful for simple scripting languages or text-file formats.²

2.2 NOTEPAD++ and SCITE

As mentioned earlier, $\text{C}_{\text{O}}\text{N}_{\text{T}}\text{E}_{\text{X}}\text{T}$ already comes with SciTE. Both SciTE and Notepad++ are based on the same text-editing component, viz., Scintilla. Thus a user switching between the two editors can

² For example, one may edit tables in an OpenType font editor, then save those tables to a text file with an associated syntax. One may then choose to work with the text file instead of the Graphical User Interface (GUI).

expect a similar typing and editing experience. A fundamental difference between the two is that Notepad++'s preferences, thematic styles, and shortcuts are all extensively configurable via a system of menus and dialogs, whose style is mostly common to mainstream programs that use a GUI. For non-programmers and the like, this is more comfortable than, e.g., editing the `.properties` files used by SciTE.

One of the most important features of Notepad++ is its support for global bidirectional editing. Some background: Unfortunately Scintilla never implemented bidirectional editing, and the developer of Scintilla apparently has little interest in pursuing it. Visually, basic mixed right-to-left (RTL) and left-to-right (LTR) text *may* look normal, but selection of text whose direction is opposite to that of the global direction of the editor will *generally* not copy and paste correctly. For SciTE the global direction is, naturally, LTR; hence RTL will *generally* not copy and paste correctly.³ Notepad++ provides a mechanism that mirrors, i.e., flips Scintilla behavior so that it can be used for RTL editing, except that LTR will now generally not copy and paste correctly. So for proper RTL or LTR editing one must switch the global direction to match the immediately desired editing direction.

SciTE in CONTEXT features a set of commonly used scripts that may be found under the Tools menu. In Notepad++ for CONTEXT a similar set of tools – with identical shortcuts wherever convenient – may be found under the Macros menu.

The core of Notepad++ is explicitly designed for speed. On Windows, Notepad++ generally starts up fast, even faster than SciTE. A few plugins will slow Notepad++ down, however.

2.3 Lexers and Plugins

Notepad++ ships with highlighting and theme support (*internal lexers*) for over 50 code languages, and the UDL system allows the user to easily configure and add more. For maximum flexibility and control, Notepad++ also supports *external lexers*, development of which requires some C++ programming skill: This will appear under the Language menu and in the associated dialogs. An external lexer can add support for a previously unsupported language, or it can be used to provide an alternative to a currently supported language. For example, one can use the Lua highlighting that comes with Notepad++, or one can download the external lexer Gmod Lua, then configure that to be the default lexer for the Lua language. An external lexer can also be augmented by other features, which will then appear under the Plugins Menu.

For use as a complete environment for writing and editing documents, a number of plugins complement the Notepad++ for CONTEXT system. The following are highly recommended:

- **NppExec**

This is the console, and is an integral component of Notepad++ for CONTEXT. Although one can have Notepad++ launch the command prompt or other console of one's choosing, NppExec is also needed to show a set of select scripts under the Macros menu. A standard installation gives the option of installing the console.

- **Explorer**

Notepad++ can launch the normal Windows Explorer. But there is also the Explorer plugin which can be docked inside of the editor or detached; it has some useful features such as a filter which allows one to view only files of a selected type.

³ The use of 'may' and 'generally' are meant to indicate that there are some important subtleties: See Section 7.

- **DSpellCheck**

This spell checker works well, although it could be improved. Currently it doesn't make exceptions for words that begin with a backslash; this means that most \TeX are treated as misspelled. We hope to have this fixed in the short term.

- **Compare**

This is a plugin for comparing files; it launches a double-pane view and a dockable applet.

- **XBrackets Lite**

This plugin provides automatic completion of different types of brackets and is configurable. Notepad++ comes with some facility for bracket control, but XBrackets Lite is more useful.

- **Plugin Manager**

This plugin maintains a list of i) all registered plugins, ii) installed plugins, iii) installed plugins for which updates are available. One can choose to install, update, or delete any given plugin as desired.

In addition to the recommended set above, there are many other plugins available, e.g., NppDocShare for collaborative editing, MarkdownViewer++ for previewing markdown output, and XMLTools. With a little research and some tweaking, it is not hard to turn Notepad++ into a development environment to suit most of one's needs.

2.4 Installing NOTEPAD++

3 The NOTEPAD++ for $\text{ConT}_{\text{E}}\text{Xt}$ Package

3.1 Components

Notepad++ for $\text{ConT}_{\text{E}}\text{Xt}$ is organized as follows:

```

/Npp-for-ConTEXt/Program Files
/Npp-for-ConTEXt/Roaming
/Npp-for-ConTEXt/scripts

/Npp-for-ConTEXt/Program Files/Notepad++

/Npp-for-ConTEXt/Program Files/Notepad++/plugins
/Npp-for-ConTEXt/Program Files/Notepad++/plugins/ConTEXt.dll

/Npp-for-ConTEXt/Program Files/Notepad++/plugins/APIs
/Npp-for-ConTEXt/Program Files/Notepad++/plugins/APIs/context.xml

/Npp-for-ConTEXt/Program Files/Notepad++/plugins/Config
/Npp-for-ConTEXt/Program Files/Notepad++/plugins/Config/ConTEXt.xml

/Npp-for-ConTEXt/Roaming/Notepad++
/Npp-for-ConTEXt/Roaming/Notepad++/contextMenu.xml

```

```

/Npp-for-ConTeXt/Roaming/Notepad++/shortcuts.xml
/Npp-for-ConTeXt/Roaming/Notepad++/userDefineLang.xml
/Npp-for-ConTeXt/Roaming/Notepad++/stylers.xml

/Npp-for-ConTeXt/Roaming/Notepad++/plugins

/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config/ConTeXt.ini
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config/NppExec.ini
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config/npes_saved.txt

/Npp-for-ConTeXt/Roaming/Notepad++/plugins/doc
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/doc/context/npp-context-manual.pdf
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/doc/context/npp-context-manual.tex

/Npp-for-ConTeXt/Roaming/Notepad++/plugins/themes
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/themes/Silver Twilight Hi.xml
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/themes/Silver Twilight Lo.xml

/Npp-for-ConTeXt/scripts/command_primitives_api_new.py
/Npp-for-ConTeXt/scripts/update-ConTeXt.py

```

Following is a brief description of each component of this system:

1. **CON_{TEXT} Lexer and Plugin**

`ConTeXt.dll` is the heart of the system. It manages the classes specified for content highlighting, autocompletion, and calltips, as well as the content-markup and templates system.

```
/Npp-for-ConTeXt/Program Files/Notepad++/plugins/ConTeXt.dll
```

2. **Initialize Plugin**

`ConTeXt.ini` allows the user to add, remove, configure, and organize commands for content markup into menus and submenus, as well as to specify a shortcut that can be replaced by a template in running text.

```
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config/ConTeXt.ini
```

3. **Right-Click Menu**

Notepad++ features a right-click menu mechanism, whose settings are managed via the configuration file `contextMenu.xml`. The full set of markup menus in the plugin can be added to this file, then edited manually as desired. Note that, despite appearances, the name `contextMenu.xml` has nothing to do with CON_{TEXT}; it is native to Notepad++.

```
/Npp-for-ConTeXt/Roaming/Notepad++/contextMenu.xml
```

4. **Autocompletion API**

The so-called “API” `context.xml` features (what aims to be) a complete list of official CON_{TEXT} commands, organized alphabetically for autocompletion purposes.⁴ For a subset of this list, each is also

⁴ The list of CON_{TEXT} commands is currently generated from the CON_{TEXT} sources by a Python script; see below. There is still a small residue of commands that are missed in the sources for the list, and thus by the script as well. We hope to see that gap closed in the near future.

tagged with information about usage; when typed and followed by a left bracket '[', this information will appear as a *calltip* (also called a *calltip*).

```
/Npp-for-ConTeXt/Program Files/Notepad++/plugins/APIs/context.xml
```

5. Content-Highlighting Classes

`ConTeXt.xml` includes the same list of official `CONTEXT` commands, this time organized into semantic *classes*. These and other classes are configured for content highlighting through Notepad++'s Style Configurator.

```
/Npp-for-ConTeXt/Program Files/Notepad++/plugins/Config/ConTeXt.xml
```

6. Highlighting: Silver Twilight High and Silver Twilight Lo

Two general themes for content highlighting have been developed especially for this project: the first and default theme is light, the second dark. Each may be accessed and tweaked via Style Configurator, or copied to a new name and modified to make a new theme. See Section 4.4.

Silver Twilight themes apply to one degree or other throughout the default languages that come with Notepad++ (there remains some work to do in that respect).

```
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/themes/Silver Twilight Hi.xml
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/themes/Silver Twilight Lo.xml
```

The file `stylers.xml` is optional: It is identical to Silver Twilight Hi, and is a starting point for the user to make one's own changes to the theme. This file will appear in Style Configurator labeled `Default (stylers.xml)`.

```
/Npp-for-ConTeXt/Roaming/Notepad++/stylers.xml
```

7. NppExec Scripts

A number of scripts commonly used for `CONTEXT` productivity are saved in `npes_saved.txt`. Normally one configures these through the dialog that appears when the console is executed (by typing `F6`).

```
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config/npes_saved.txt
```

8. Initialize NppExec and Configure Macro Menu

Default settings for the appearance of NppExec, consistent with the Silver Twilight themes, are saved in `NppExec.ini`. This file also maintains a list of console scripts that are to appear under the Macro menu; this is normally edited via the NppExec Advanced Options dialog.

```
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/config/NppExec.ini
```

9. Users Manual

The user's manual (this document) and its source are named, respectively, `npp-context-manual.pdf` and `npp-context-manual.tex`.

```
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/doc/context/npp-context-manual.pdf
/Npp-for-ConTeXt/Roaming/Notepad++/plugins/doc/context/npp-context-manual.tex
```


10. Shortcuts

Most menu commands can be assigned a keyboard shortcut, and each shortcut is configurable. A basic system of shortcuts, consistent across a number of recommended or useful plugins, is provided by `shortcuts.xml`.

Notepad++ has a `Run...` command that allows the user to execute a script that will call an external programs; that script can be saved. Saved scripts appear under the `Run` menu; these are also saved in `shortcuts.xml`. The user will almost certainly want to edit the `Run` menu at some point.

```
/Npp-for-ConTeXt/Roaming/Notepad++/shortcuts.xml
```

11. Python Scripts

New versions of CONTEX are released often, and the addition of new commands is not uncommon. For those who update often: The lists of official commands in `ConTeXt.xml` and `context.xml` are generated from the sources via the Python script `command_primitives_api_new.py`; `update-ConTeXt.py` makes sure that local changes to the `ConTeXt.xml` configuration are saved and not overridden.

```
/Npp-for-ConTeXt/scripts/command_primitives_api_new.py
/Npp-for-ConTeXt/scripts/update-ConTeXt.py
```

12. BibTeX

Finally, there is a UDL (user-defined language) file configured for content highlighting of `.bib` files; it is consistent with the Silver Twilight themes. This file may be considered optional. Any additional UDL's defined or imported by the user will also be saved to the file `userDefineLang.xml`.

```
/Npp-for-ConTeXt/Roaming/Notepad++/userDefineLang.xml
```

3.2 SumatraPDF

Notepad++ uses SumatraPDF as the default pdf viewer. It's fundamental advantage over Adobe Reader or Acrobat is that it does not lock the pdf file. This means that one can continue to view the output `.pdf` while LuaTeX processes its source `.tex` file. See Section 5.2 for examples of its use in console scripts.⁵

If SyncTeX is turned on: Given a PDF file, SumatraPDF has the ability to i) read the SyncTeX file associated with that file, if any; ii) open the source TEX file in Notepad++; and iii) go to the line specified via double-clicking a position in the PDF file that carries some synchronization info.

In the relevant console scripts – see Section 5.2 – SumatraPDF is invoked via a batch file, `sumatra.bat`.

3.3 Installation

4 Highlighting and Themes

4.1 Solarized++: Screen Contrast and Color Scheme

Writing and editing content via a digital display for many hours on end can cause severe strain on the eyes. One way to ameliorate this is to use a comfortable color scheme for one's editor. The

⁵ There are alternatives to SumatraPDF; an example is Okular (which requires KDE for Windows).

individual colors provide the building blocks for themes and for distinguishing the various types of written content involved in one’s editing.

Color-scheme preferences will naturally differ from person to person to one degree or other. However, a couple of general rules appear to stand out:

- Maintain a *medium-to-high* balance of contrast between text and background color; i.e., strong contrast, but not too high.
- Choose *soft* colors for text; not too bright, not too dim.

One of the most thought out and successful color schemes is Solarized, by Ethan Schoonover.⁶ It features two series: a series of eight *background tones* and another series of eight *accent colors*. As excellent as it is, the first author found the Solarized background tones to exude something of a murky or “swampy” aesthetic. The light theme is too bright for continuous full-screen use (see Section 4.4). The content colors are more successful: They are both soft and distinct, although Solarized green is perhaps better called yellowgreen.

In Notepad++ for `CONTEXT` the first author has developed a modification of Solarized; our resultant color scheme is called, perhaps appropriately, **Solarized++**. There are nine background tones and ten accent colors. The background colors are entirely different from the original Solarized. The accent colors are largely the same. However, Solarized green has been replaced with Solarized++ green, Solarized green has become Solarized++ yellowgreen, and an additional color, Solarized++ maroon, has been added. See Figure 1.




















Name	Hex	Sample	Name	Hex	Sample
Accent Colors			Base Tones		
Yellow	#B58900		Base04	#1E2D2E	
Orange	#CB4B16		Base03	#324140	
Red	#DC322F		Base02	#475652	
Magenta	#D33682		Base01	#5C6B64	
Violet	#6C71C4		Base0	#718076	
Blue	#268BD2		Base1	#899589	
Cyan	#2AA198		Base2	#A2AA9D	
Green	#399900		Base3	#BABFB1	
Maroon	#A12A33		Base4	#D3D5C5	
Yellowgreen	#859900				

Figure 1 Solarized++: Base Tones and Accent Colors

⁶ See <http://ethanschoonover.com/solarized>.

In addition, Solarized++ currently features a series of five supplementary *anti-base* tones for purposes of contrast when needed. As the name suggests, these five are meant to complement the base tones; see Figure 2.






Anti-Base Tones		
Antibase0	#73606D	
Antibase1	#897781	
Antibase2	#9F8E96	
Antibase3	#B5A5AA	
Antibase4	#CCBDBF	

Figure 2 Solarized++:
Anti-Base Tones

4.2 On Syntax and Semantic Highlighting

Syntax highlighting has been shown to have a positive impact on the comprehension of computer programs.⁷ In the experience of the authors, the same is true for highlighting of structural and stylistic markup in `CONTEXT`. There is a (perhaps pedantic) difference: Although the *basic* `CONTEXT` interface is expressed in terms of control sequences that take the form of `TEX` commands, `TEX` per se closely exemplifies the paradigm of a *programming* language in a strict sense; whereas `CONTEXT` has developed towards exemplifying the paradigm of a *markup* language. Technically speaking, even if one writes a basic `CONTEXT` document with pure markup and no deeper commands, one still has to run that document through a compiler which will interpret the input and convert it to some output, normally a PDF document. We might describe the basic `CONTEXT` interface as a hybrid: markup language in appearance and programming language in reality.

Markup is focused more on meaning, i.e., *semantics*, and less on grammar, i.e., *syntax*. Programming involves syntax to a high degree, and also semantics. Because syntax is often subtle and slippery to the programmer, code highlighting for programming languages generally takes the form of *syntax highlighting*, so much so that ‘code highlighting’ and ‘syntax highlighting’ are often treated as synonymous. In recent years, some coders have begun to emphasize a distinction between syntax highlighting and *semantic highlighting*.⁸ Because the interpreting of structural and stylistic markup pertains much more to matters of meaning than to grammar, highlighting of `CONTEXT` code is best contextualized in terms of semantic highlighting. Of course, there is syntax to `CONTEXT` as well: The different mechanisms between the earlier `Table` and the now standard `TABLE` environments (for typesetting of tabular data) exhibit stark differences in syntax. Considering possible models and implementations of code highlighting specific to the clarification of `CONTEXT` syntax is a matter for future research.

4.3 Highlighting and the `CONTEXT` Lexer

Settings for semantic highlighting of `CONTEXT` keywords in Notepad++ are saved in the configuration

⁷ See, e.g., Sarkar (2015).

⁸ For detailed discussion of the distinction between syntax and semantic highlighting, see <https://visualstudiomagazine.com/Articles/2014/08/01/Semantic-Code-Highlighting.aspx>; and <https://zwabel.wordpress.com/2009/01/08/c-ide-evolution-from-syntax-highlighting-to-semantic-highlighting/>.

file `ConTeXt.xml`, mentioned earlier. In particular, there are 14 classes of keywords; members of each class are given a specific color; these may be viewed (and edited) in Style Configurator, under `Language: ConTeXt`.⁹

Following is a brief description of each keyword class supported in the `CONTEX` lexer. See also Figure 3.

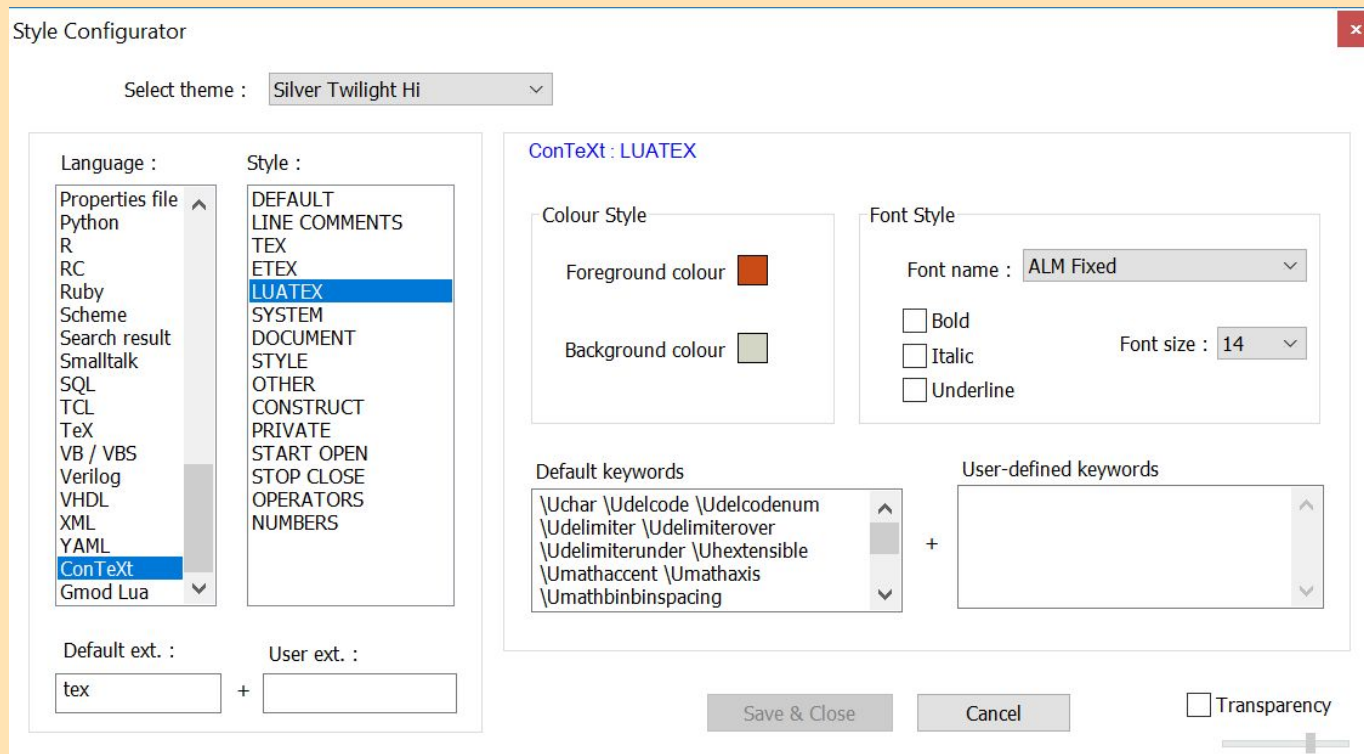


Figure 3 `CONTEX` Lexer and Notepad++ Style Configurator

1. **DEFAULT**

This is the default keyword class, applied to strings which involve no other semantics. Normal text will generally belong to the default class. As default, there are no keywords specified for this class.

2. **LINE COMMENTS**

This class includes the percent sign and all text on the same line that comes after it. Of general scope, there are no keywords specified for this class.

3. **TEX ETEX**

Primitive commands of $\text{T}_{\text{E}}\text{X}$ and $\varepsilon\text{-T}_{\text{E}}\text{X}$ are treated as one class.

Allows user-defined keywords: **No**

4. **LUATEX**

$\text{LuaT}_{\text{E}}\text{X}$ has its own class. Although not often, new primitives can appear, and $\text{LuaT}_{\text{E}}\text{X}$ pers can define their own.

Allows user-defined keywords: **Yes**

⁹ Because the `CONTEX` language comes in the form of a lexer plugin, it will generally appear near the bottom of the language list on the left side of the dialog, after the natively supported languages, and along with other lexer plugins, if installed. Some classes allow the user to add one's own keywords to the class as well

5. **SYSTEM**

This is an official `CONTEXT` keyword class. It includes system-level commands, those which are not meant for general typesetting and which the average user will never see.

*Allows user-defined keywords: **Yes***

6. **DOCUMENT**

This is an official `CONTEXT` keyword class. It includes commands that are generally meant to *produce* a stream of text within a document.

*Allows user-defined keywords: **Yes***

7. **STYLE**

This is an official `CONTEXT` keyword class. It includes commands that are generally meant to *style* a stream of text within a document.

*Allows user-defined keywords: **Yes***

8. **CHARDEF (formerly OTHER)**

This is an official `CONTEXT` keyword class. It consists of commands that translate to certain Unicode characters that are needed but normally inconvenient to typeset directly.

*Allows user-defined keywords: **Yes***

9. **CONSTRUCT**

This class includes keywords used to constitute prefixes to other keywords, such as `\place` and `\set`. The prefix and any immediately following string connected to that prefix is treated as a keyword. Words in other classes that already contain one of these prefixes are not effected.

*Allows user-defined keywords: **Yes***

10. **PRIVATE**

These are for keywords defined by the user. A few highlight commands are given for illustration, and the user can add more.

*Allows user-defined keywords: **Yes***

11. **START OPEN**

These are opening commands that begin a folding environment; each must have an associated closing keyword in the `STOP CLOSE` class. A small symbol will appear in the margin next to the opening keyword, with a bright line leading to the closing symbol.

*Allows user-defined keywords: **Yes***

12. **STOP CLOSE**

These are closing commands that end a folding environment; each must have an associated opening keyword in the `START OPEN` class.

*Allows user-defined keywords: **Yes***

13. OPERATORS

This class includes punctuation and related symbols.

Allows user-defined keywords: **No**

14. NUMBERS

This includes numerals and related symbols.

Allows user-defined keywords: **No**

4.4 Silver Twilight Hi and Silver Twilight Lo

The Solarized++ color scheme and lexer keyword classes for semantic highlighting together constitute the components which go into Silver Twilight. Silver Twilight consists of two closely related themes which are designed for writing and editing for long hours, usually on a monitor in portrait mode. Portrait mode is generally more efficient than landscape mode for writing and editing productivity: It allows for the editor to comfortably fill most or all of the width of the screen, depending on the monitor resolution. The maximum width of the editor window should correspond to a maximum of between 77 to 105 characters per line within the typing area of the editor (average 91), depending on the zoom level and the choice of fixed-width font.¹⁰ This leaves a generous full length of the rest of the screen available for writing or editing with a minimum need for scrolling.













Hi					
Style	Color	Sample	Style	Color	Sample
Global Override Background (B)	Base4		Global Override Foreground (F)	Base04	
Line Number Margin B	Base3		Line Number Margin F	Antibase0	
Current Line Background	Base3		Comment	Base0	
Inactive Tabs	Base2		Smart Highlighting	Cyan	
Selected Text Color	Base1		Fold Active	Cyan (NPP)	
Fold Margin B	Antibase4		Fold Margin F	Base0	

Figure 4 Global Style: Silver Twilight Hi

¹⁰ Typographers recommend a length of 45 to 75 characters per line (average 60); see Bringhurst (2008). However, writing and editing in a fixed-width font is not the same as reading the final output in a book or on a web page. Restricting the typing area of an editor to 45 to 75 characters per line feels forced (and is probably bad for anyone who has or is at risk for myopia). That said, Notepad++ can display a vertical edge and the user can choose a value for "number of columns", i.e., number of characters per line (we set it to 91). It would be nice if Notepad++ could automatically soft wrap (i.e., wrap without line breaks) the text at the vertical edge instead of at the border of the edge of the typing area.













Hi					
Style	Color	Sample	Style	Color	Sample
Global Override Background (B)	Base04		Global Override Foreground (F)	Base4	
Line Number Margin B	Base03		Line Number Margin F	Antibase0	
Current Line Background	Base03		Comment	Base0	
Inactive Tabs	Base02		Smart Highlighting	Cyan	
Selected Text Color	Base01		Fold Active	Cyan (NPP)	
Fold Margin B	Antibase4		Fold Margin F	Base0	

Figure 5 Global Style: Silver Twilight Lo

On the other hand, staring at such a large area of writing space for long periods needs to be ameliorated, as discussed earlier. The Silver Twilight themes are designed to address and meet that need. Silver Twilight Hi is a light theme, perhaps best for daylight hours, but works for nighttime as well. Silver Twilight Lo is a dark theme, perhaps best for nighttime, but works for daylight as well. At the time of writing this manual, the first author is somewhat more satisfied with Silver Twilight Hi than with Silver Twilight Lo; your mileage may vary. Both could benefit from improvement in future versions; suggestions from the `CONTEXT` community are welcome!

In Notepad++ Style Configurator, a *global style* may be configured to set the general appearance of the editor. See ([Language: Global Styles](#)): Individual elements for configuration are listed to the right under `Language: Style: <element>`. A *lexer style* involves setting the code highlighting rules for each keyword class of a given lexer. See `Language:<language>`: Individual keyword classes for each lexer are also listed under `Language: Style: <keyword class>`. See also Figure 3.

Each Silver Twilight theme consists of a global and a lexer style. See Figures 4 and 5 for the global style of Silver Twilight High and of Silver Twilight Lo respectively.

Note that the lexer styles for Silver Twilight Hi and Lo for `CONTEXT` are almost identical: The only difference is that the foreground and background colors for the `DEFAULT` keyword class are reversed; see Figure 6. This is intentional: the two themes are intended to form a single system. In order for a common lexer style to work well between themes, the color scheme has to be well thought out.¹¹ Again, there is always room for improvement.

4.5 ALM Fixed

The default font for Silver Twilight is Arabic-Latin Modern Fixed, a derivation from Latin-Modern Mono developed by Idris Samawi Hamid. Designed for extensive use of Arabic script and its diacritics, it has

¹¹ The developer of Solarized had this ideal in mind: A single color scheme should work across nearly all keyword classes for each of a pair of light and dark themes. Note that a pair of Solarized themes is available for Notepad++ (the user will have to change any background tones used by the `CONTEXT` lexer style, as they are not compatible).









	Hi		Lo	
Keyword Class	Color	Sample	Color	Sample
DEFAULT (F)	Base03		Base03	
LINE COMMENTS	Base0		Base0	
TEX/ETEX	Maroon		Maroon	
LUATEX	Orange		Orange	
SYSTEM	Yellowgreen		Yellowgreen	
DOCUMENT	Green		Green	
STYLE	Yellow		Yellow	
CHARDEF	Magenta		Magenta	
CONSTRUCT	Violet		Violet	
PRIVATE	Blue		Blue	
STOP OPEN	Cyan		Cyan	
STOP CLOSE	Cyan		Cyan	
OPERATORS	Maroon		Maroon	
NUMBERS	Cyan		Cyan	

Figure 6 CON_TEX_T Lexer Style: Silver Twilight

a larger than usual interline spacing. For those who desire tighter interline spacing or just another default tpeface: Instead of tediously replacing the font in every dialog of Style Configurator, one can open `ConTeXt.xml` and `stylers.xml` and make a global substitution of the name ‘ALM Fixed’ with that of another font (preferably fixed-width) of one’s choosing, e.g., ‘Dejavu Sans Mono’.

5 NPPEXEC, the Macro Submenu, and Shortcut Mapper

5.1 NPPEXEC and Console Scripts

The NppExec console is an integral part of the Notepad++ for CON_TEX_T system. When invoked (F6 is the default shortcut), NppExec opens a dialog which features a typing area for one to write a script, an option to save it, as well as a drop-down list of saved scripts. See Figure 7. There are 22 scripts that come with Notepad++ for CON_TEX_T; one can add and remove these or one’s own private scripts as well.

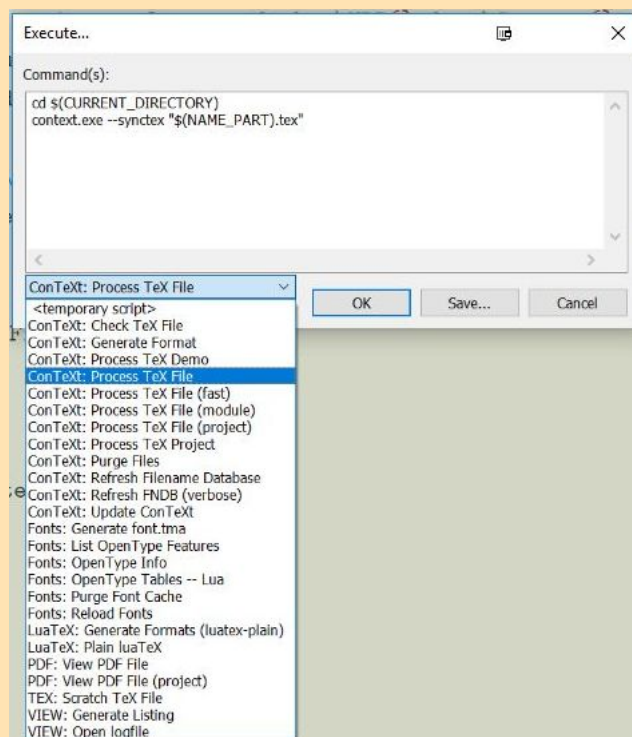


Figure 7 NppExec and CONTEX-related Scripts

One can install multiple copies of NppExec; just copy `NppExec.dll` to, e.g., `NppExec2.dll`, etc. Then one will be able to run, e.g., two instances of LuaTeX simultaneously.

NppExec has considerable documentation, including its own manual; see

Plugins – NppExec – Help/Docs

Plugins – NppExec – Help/Manual.

For help using common DOS commands such as `copy`, `move`, and `mkdir` – these are actually part of the system interpreter `cmd.exe` –, see Section 4.4. For an example, see Heading 17 in Section 5.2.

Let’s take a look at

Plugins – NppExec – Advanced Options...

See Figure 8. At the top right you will notice that a script can be executed when Notepad++ starts or exits. By default, the `Scratch TeX File` script is executed when Notepad++ starts: The user will have to edit that script and point it to the directory where one’s scratch file is located; see Heading 13 in Section 5.2. The `Purge Files Keep SyncTeX` script is executed when Notepad++ exits; see Heading 6 in Section 5.2. Of course one can disable the execution of any start or exit script.

5.2 NPPEXEC and CONTEX

A brief description of the each console script that ships with Notepad++ for CONTEX follows. For each command, mention is made of whether it appears in the `Macro` submenu (see Section 5.3). If it has a default shortcut, that is also mentioned. Note that the last script executed by NppExec can be invoked by a shortcut, by default `F7`.

Most of the script names below should be self-explanatory; many are annotated. For an explanation of the environment variables, see the NppExec documentation. Remember that everything below

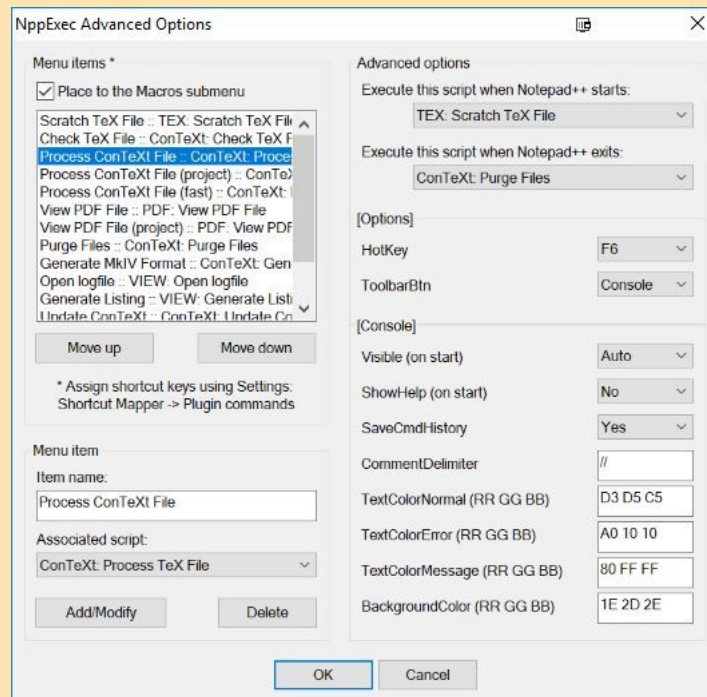


Figure 8 NppExec Advanced Options

– the number of scripts, the content of each script, the macro submenu, and shortcuts – can be easily configured to suit the user's needs.

1. **Check ConT_EXt File (Ctrl+Alt+0)**

This script quickly checks the T_EX file for errors without running MkIV.

Appears in Macro submenu: **Yes**

```
mtxrun --autogenerate --script check
```

2. **ConT_EXt: Process ConT_EXt File (Ctrl+1)**

This script runs MkIV on the file visible under the active tab.

Appears in Macro submenu: **Yes**

```
context.exe "$(NAME_PART).tex"
```

3. **ConT_EXt: Process ConT_EXt Project (Ctrl+Shift+1)**

A main, project file often involves a multiple of subsidiary input files. One often wants to run the main file while working on a different file. This script runs MkIV on the main file, regardless of which tab is active. To view a project independent of active tab, see Heading 15.

Appears in Macro submenu: **Yes**

The user will have to fill in the directory path and project name; see below:

```
cd "C:\<path to your directory>"
context.exe "<your project>.tex"
```

4. **ConT_EXt: Process ConT_EXt File (luajittex) (Ctrl+Alt+Shift+1)**

LuajitT_EX is an experimental version of LuaT_EX. It is not currently advertised for production purposes and may be ignored by the average user.

Appears in Macro submenu: Yes

```
mtxrunjit --autogenerate --script context test.tex "${NAME_PART}).tex"
```

5. **ConT_EXt: Purge Files (Ctrl+3)**

This script purges temporary files (ending in, e.g., `.tuc`, `.log`) that can clutter the user directory, take up cloud-storage space, etc.

Appears in Macro submenu: Yes

```
context --purge
```

6. **ConT_EXt: Purge Files Keep SyncT_EX**

This script purges all temporary files except the SyncT_EX file. This script is executed by default when Notepad++ exits. One may then open Notepad++ at a particular line via SumatraPDF and SyncT_EX; see Section 3.2 .

Note the the use of `cmd /c ren` instead of the usual `ren.exe`. As mentioned earlier, see Section 4.4 of the NppExec manual.

Appears in Macro submenu: No

```
cmd /c ren *.synctex *.synctext
context --purge
cmd /c ren *.synctext *.synctex
```

7. **ConT_EXt: Generate MkIV Format (Ctrl+4)**

Appears in Macro submenu: Yes

```
luatools.exe --generate
context.exe --make
```

8. **ConT_EXt: Update ConT_EXt**

Appears in Macro submenu: Yes

```
first-setup.bat --engine=luatex
```

9. **ConT_EXt: Refresh Filename Database**

Appears in Macro submenu: Yes

```
mktxlsr
luatools.exe --generate
```

10. **ConT_EXt: Refresh FNDB (verbose)**

Appears in Macro submenu: No

```
luatools.exe --verbose --generate
```

11. **Lua_{TEX}: Generate Formats (luatex-plain)**

This is for generating the Lua_{TEX} version of the Plain _{TEX}format. Hardly needed by the general _{CONTEXT} user.

Appears in Macro submenu: **No**

```
luatex --ini luatex-plain.tex
```

12. **Lua_{TEX}: Plain Lua_{TEX}**

The main use of Plain Lua_{TEX} is to test possible bugs in Lua_{TEX}. Hardly needed by the general _{CONTEXT} user.

Appears in Macro submenu: **No**

```
luatex --ini luatex-plain.tex
```

13. **TEX: Scratch _{CONTEXT} File (Ctrl+9)**

It's always good to have a scratch file on hand to, e.g., test individual elements and components of a larger project, explore or practice usage of some command, or make a minimal working example when encountering difficulty with some set of commands. This script is executed by default when Notepad++ starts; thus every session opens with a scratch file tab.

Appears in Macro submenu: **Yes**

The user will have to fill in the directory path; see below:

```
notepad++.exe "C:\<path to your directory>\scratch.tex"
```

14. **PDF: View PDF File (Ctrl+2)**

We use SumatraPDF by default; see Section 3.2.

Appears in Macro submenu: **Yes**

```
sumatra.bat "$(CURRENT_DIRECTORY)\$(NAME_PART).pdf"
```

15. **PDF: View PDF File (project) (Ctrl+Shift+2)**

This script will show the PDF file of the main file or project, independent of active tab; see Heading 3.

Appears in Macro submenu: **Yes**

```
cd "C:\<path to your directory>
sumatra.bat "<your project>.pdf"
```

16. **VIEW: Open logfile (Ctrl+5)**

Appears in Macro submenu: **Yes**

```
noepad++.exe "$(CURRENT_DIRECTORY)\$(NAME_PART).log"
```

17. **VIEW: Generate Listing (Ctrl+7)**

Appears in Macro submenu: **Yes**

This script prints a pdf copy of the source file. In order to not override the normal pdf output, the script copies the source to a temporary T_EX file with the suffix `-listing`; this file is deleted after the pdf is created.

Note the the use of `cmd /c copy` and `cmd /c del` instead of the usual `copy.exe` and `del.exe`. Again, see Section 4.4 of the NppExec manual.

```
cmd /c copy "$(NAME_PART).tex" "$(NAME_PART)-listing.tex"
mtxrun --autogenerate --script context --extra=listing --pretty
        --result="$(NAME_PART)-listing" "$(NAME_PART)-listing.tex"
sumatra.bat "$(CURRENT_DIRECTORY)\$(NAME_PART)-listing.pdf"
cmd /c del "$(NAME_PART)-listing.tex"
```

18. **Fonts: Purge Font Cache (Ctrl+Shift+3)**

MkIV generates a cache of OpenType and related tables for each font the first time it is used. The cache contains, e.g., an abbreviated version of the OpenType tables. When, e.g., a new version of a given font is installed, when that font is otherwise changed, or in certain other instances (e.g., bug fixes), the cache needs to be emptied and regenerated on a fresh run of MkIV.

Appears in Macro submenu: **Yes**

```
mtxrun.exe --script cache --erase
mtxrun --generate
```

19. **Fonts: List Font Info**

This produces a list of all the individual fonts belonging to a typeface family. The script below uses a sample font; replace `lmroman` with the font-family name of interest.

Appears in Macro submenu: **No**

```
mtxrun --script font --list --all lmroman
```

20. **Fonts: List OpenType Features**

This lists all of the GSUB and GPOS feature tags in the OpenType tables of a given font. The script below uses a sample font; replace `lmroman12-regular` with your font of interest.

Appears in Macro submenu: **No**

```
mtxrun.exe --script font --list --info lmroman12-regular
```

21. **Fonts: OpenType Tables - Verbose**

This generates the verbose version of the OpenType tables. The script below uses a sample font; replace `lmroman12-regular` with your font of interest.

Appears in Macro submenu: **No**

```
mtxrun --script font --list --info lmroman12-regular
```

For typeface families you may prefer to specify a pattern, e.g.,

```
mtxrun --script font --list --info --pattern=lmroman12
```

22. Fonts: Reload Font Database

This script comes in handy when the font database is incorrect for some reason, or when the script under Heading 18 doesn't appear to work.

Appears in Macro submenu: **No**

```
mtxrun --script fonts --reload --force
```

5.3 The Macro and Run Submenus

From the NppExec Advanced Options dialog, any console script can be made to appear at the bottom of the **Macro** submenu. We have configured 14 NppExec scripts to appear there; see Figure 9. Note the submenu name need not be the same as the source console script name!

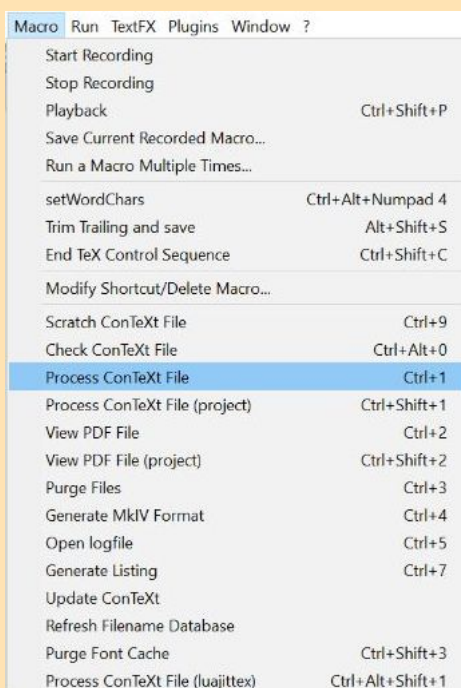


Figure 9 NppExec Scripts and the Macro Submenu

There is one **Macro** submenu command that doesn't come from a console script, but was made via the normal macro-recording mechanism:

- **End T_EX Control Sequence (Ctrl+Shift+C)**

When invoked at the end of a given T_EX control sequence, this macro adds the string '{ } ', including a single word space, to that sequence. At least for paragraph writing, to use a brace pair after a control sequence is generally better practice than to use a backslash.

Note also that the shortcut for invoking the Command Prompt (default shortcut **Ctrl+6**) occurs under the **Run** submenu.

5.4 Configuring Shortcut Mapper

Nearly all shortcuts for Notepad++ are configurable via

Settings - Shortcut Mapper

Shortcuts for those NppExec commands that appear in the Macro submenu will be found under the tab

Shortcut Mapper - Plugin Commands

which is organized by plugin. Shortcut Mapper can handle only two levels of submenus. For a third level, special treatment is needed, and this brings us to the heart of the Notepad++ for CONTeXt system: the CONTeXt lexer and plugin.

6 The CONTeXt Plugin

6.1 Components of the Plugin

The CONTeXt plugin features the following three mechanisms:

1. **The Lexer**
2. **Autocompletion and Calltips**
3. **Tags, Templates, and Keys**

We now go over these in some detail.

6.2 Configuring Keyword Classes: Style Configurator and ConTeXt.xml

In the course of Section 4.3, we have already discussed the keyword classes of the CONTeXt lexer, and their role in semantic highlighting. There are 14 classes, each of whose entries are currently generated via a Python script. The highlighting settings for each class may be managed through Style Configurator; some classes also feature a field where one may add user-defined keywords to the desired class as needed.

ConTeXt.xml is organized as follows:

1. **Language**

This follows the structure of the standard langs.xml that comes with Notepad++. A snippet:

```
<Languages>
  <Language commentEnd="" commentLine="%" commentStart="" ext="tex" name="ConTeXt">
    <!-- luatex -->
    <Keywords name="">
      \Uchar [etc.]
    </Keywords>
  </Language>
</Languages>
```

2. Style

This follows the structure of the standard `stylers.xml` that comes with Notepad++. A snippet:

```
<LexerStyles>
  <LexerType desc="ConTeXt" excluded="no" ext="" name="ConTeXt">
    <WordsStyle bgColor="D3D5C5" fgColor="324140" fontName="ALM Fixed" fontSize="14"
    fontStyle="0" name="DEFAULT" nesting="0" styleID="0" />
    [etc.]
  </LexerType>
</LexerStyles>
```

User-defined keywords are set within `<WordsStyle>`. Here is an example (much abbreviated):

```
<WordsStyle name="STYLE">\emph</WordsStyle>
```

This adds the control sequence `\emph` (at the time of this writing, missing from the `CONTEXT` autocompletion sources – see Section 3.1, Heading 11) to the keyword class `STYLE`.

We have tried to make the order of classes as useful as possible. Note that the syntax coloring of each class takes precedence over the one that is next down the list. Suppose one defines the following `\start|\stop<command>` environment:

```
\STARTTEST \STOPTEST
```

If used often or in multiple documents, one should place these into the `PRIVATE` keyword class: either by directly editing `ConTeXt.xml` – in which case they will appear as `Default Keywords` – or by using the `User-defined keywords` field in Style Configurator. Then one can place `\STARTTEST` in the `START OPEN` class, and `\STOPTEST` in the `STOP CLOSE` class. The result is that, because `PRIVATE` is prior to the two folding classes, you will get keyword folding with the semantic highlighting of `PRIVATE`.

All lexer keywords and styles are specified in

```
/Program Files (x86)/Notepad++/plugins/Config/ConTeXt.xml
```

6.2.1 A Trick

If one takes a look under

```
Settings - Style Configurator - Language:
```

you will see that `ConTeXt` and other external lexers appear at the bottom of the `Language:` list.

If you wish to spend considerable time to develop your own theme, or add lots of user-defined keywords to the relevant classes (see Section 4.3), it *may* be convenient (but is by no means necessary) to have it appear alphabetically in that list (to, e.g., avoid too much scrolling). In that case you can copy the `<LexerType>` tag from `ConTeXt.xml` to its natural alphabetical location in

```
/Roaming/Notepad++/stylers.xml
```

Now a second presentation of the `ConTeXt` lexer will appear alphabetically in the `Language:` list. Notepad++ will use this as default, so `CONTEXT` styles will now be governed by

```
Style Configurator - Default theme: (stylers.xml)
```


When done with development, it *may* be convenient (but is by no means necessary) to copy `<LexerType>` for `CONTEXT` from `stylers.xml` back to `ConTeXt.xml`, then delete it from `stylers.xml`.

6.3 Configuring Autocompletion and Calltips: `context.xml`

Notepad++ has native autocompletion capabilities. However, it was not designed with T_EX-style languages in mind; working with the backslash `\` has limitations. Therefore a decision was made to reimplement autocompletion for the `CONTEXT` plugin. Both function and word completion are supported. Native Notepad++ offers a choice of function completion, word completion, or both; however, the plugin currently supports only both. Since functions in `CONTEXT` all begin with a backslash, and normal words generally do not, there is little-to-no ambiguity between words and functions.¹²

After typing the first three characters of a `CONTEXT` command or a previously used word, a popup will appear that will give a list of possible completions, from a subset of the list of official control sequences (in the case of function completion), or from a list of previously used words that begin with those three characters (in the case of word completion). See Figure 10.

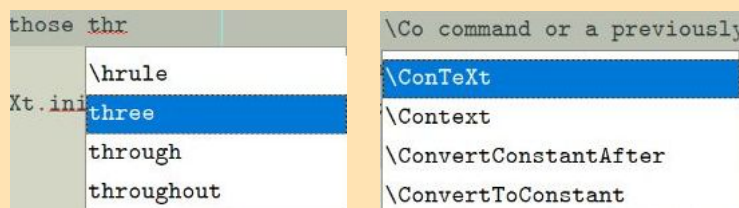


Figure 10 Word and Function Autocompletion

Many `CONTEXT` control sequences come with options specified within a pair of brackets, e.g., `big` in `\blank[big]`, or `offset=none` in `\framed[offset=none]`. It is virtually impossible to remember the bewildering array of options that come with thousands of control sequences, and having to consult some online documentation or the commands manual `setup-en.pdf` takes time. Oftentimes a post-autocompletion indicator, a so-called *calltip*, is enough to give a hint or a reminder about the available options to a command.

When an official command is typed with the aid of autocompletion, and immediately followed by a left bracket `[` (the “trigger”), a so-called calltip appears. The native Notepad++ calltip mechanism is one-dimensional: Once the calltip pertaining to some language appears following autocompletion and the relevant trigger, it shows a single of information about the function. Any additional line of information must be selected by scrolling with a mouse. For viewing what is often a wide array of `CONTEXT` options this can be very inefficient. The `CONTEXT`-plugin implementation is two-dimensional: After triggering the calltip, it appears as a pane in columns; see Figure 11.

The list of official control sequences is found, and the calltip settings are configured, in the file

`/Program Files (x86)/Notepad++/plugins/APIs/context.xml`

The file `context.xml` is generated automatically from the latest `CONTEXT` sources via a Python script; see Section 3.1, Heading 11. One generally does not need to edit the autocompletion information. However the `<Environment>` tag at the beginning of the file does contain information that one may edit to configure the appearance of the calltips. Here are the default settings:

¹² That said, a final decision as to whether or not to provide the ability to turn off function or word autocompletion has not been made.

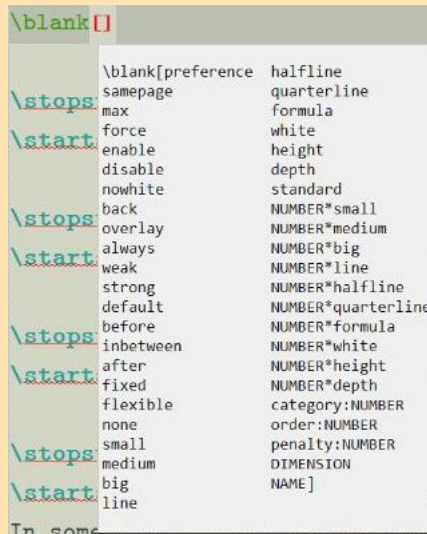


Figure 11 Calltips

```
<Environment additionalWordChar="" calltipBackColor="0xF0F0F0"
calltipFontName="consolas" calltipFontSize="9" calltipForeColor="0x101010"
columns="2" ignoreCase="no" macroValueOnSingleLine="yes" maxLineLength="70"
sortMacroValues="no" startFunc="" startFunc1 "[" startFunc2 "{"
startFunc3 "(" stopFunc="" stopFunc1 "]" stopFunc2 "}" stopFunc3 ")"
thresholdNrOfRows="20" topline="1" widthColumnSep="2"/>
```

The current selection of available reflects the limitations of the sources: As detail is added to the CON_{TEXT} sources for autocompletion, more calltip information will become available to the user in future versions of `context.xml`.

6.4 Configuring Markup Tags, Template Tags, and Keys: ConTeXt.ini

As mentioned in Section 1.2, CON_{TEXT} MkIV has developed considerably in the direction of pure markup syntax, which demands the tagging of text with either two commands: This may take the form of a pair of `\start|\stop<command>` sequences, or a pair of braces. Autocompletion of one command at a time for purposes of tagging is still tedious. The CON_{TEXT} plugin features a user-configurable markup, template, and key system to make the handling of markup more accessible and efficient.¹³

Configuration of markup tags, templates, and keys are setup in

Roaming/Notepad++/plugins/config/ConTeXt.ini

Let us now look at how each of these three subsystems is configured.

6.4.1 Markup (formerly Commands)

The CON_{TEXT} plugin displays the organization of markup tags in `ConTeXt.ini` as a system of submenus with support for two levels. For example:

```
Plugins - ConTeXt - <Level 1 Name 1> - <Level 2 Name 1>
                  - <Level 1 Name 1> - <Level 2 Name 2>
```

¹³ The authors again acknowledge the developer of WebEdit: His plugin was a major inspiration for the approach taken by the CON_{TEXT} plugin; see Section 1.2.

- <Level 1 Name 2> - <Level 2 Name 1>
- <Level 1 Name 2> - <Level 2 Name 2>
- <Level 1 Name 2> - <Level 2 Name 3>

In `ConTeXt.ini` we have the following structure:

```
[Commands] %% Change this to [Markup]!
[Project]
[Document]
[Style]
[Highlights]
[Private]
[XML/HTML]
[CommandsEnd] %% Change this to [MarkupEnd]!
```

This specifies six `Level-2` menus. The markup tags will be specified at `Level-3`. For example:

```
[Project]
Project=\startproject%n|%n\stopproject%n
Product=\startproduct%n|%n\stopproduct
Component=\startcomponent%n|%n\stopcomponent
Environment=\startenvironment%n|%n\stopenvironment
TeXpage=\startTEXpage%n|%n\stopTEXpage
Text=\starttext%n|%n\stoptext
```

The result is what you see in Figure 12.

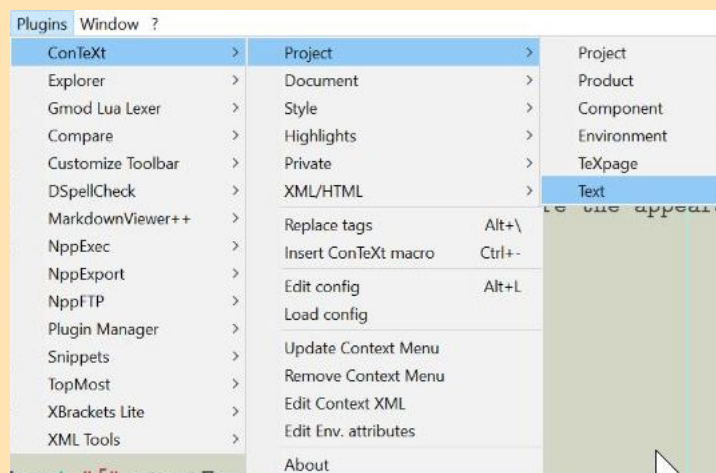


Figure 12 Organization of Markup-Tag Submenus

Now type some text:

```
Here is some text.
```

Select the above text, then go to and click on

```
Plugins - ConTeXt - Project - Text
```

This results in the following:

```
\starttext
```

```
Here is some text.
\stoptext
```

The above example illustrates the basic principle governing the markup-tags subsystem. The syntax of the markup tags is as follows:

```
; Syntax: <Item name>=<Left text>|<Right text>
; %n insert new line % n insert %n
```

The vertical bar | marks the position of the content to be wrapped by the <Left text> and <Right text>. In our example:

```
Project=\startproject%n|%n\stopproject%n
```

To open the configuration file `ConTeXt.ini` for editing, go to

```
ConTeXt - Plugins - Edit config (Alt+Shift+L)
```

(Like most shortcuts, this one can be configured via Shortcut Mapper; see Section 5.4.)

After editing, load the configuration file to update the plugin menus and invoked markup tags:

```
ConTeXt - Plugins - Load config (Alt+L)
```

For fine organization of markup tags, basic subdivision of Level-3 submenus is supported: Just place three dashes --- where you want a dividing line to appear in the menu, e.g.,

```
Single Quotes=\quote{||}
---
Align Middle=\startalignment[middle]%n|%n\stopalignment
```

See Figure 13. There are three dividing lines:

- one above `Block Quote`;
- one above `Align Middle` and below `Single Quotes`; and
- one above `Text Braces` and below `Align Left`.

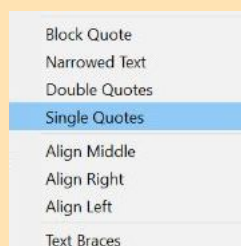


Figure 13 Dividing Lines in Submenus

6.4.2 Configuring the Right-Click Menu

Although one may go to `Plugins - ConTeXt` each time a markup tag is desired, it may be convenient to skip this step and to use instead the Notepad++ right-click menu mechanism. Settings for this mechanism are configured in a file entitled, unhappily for `CONTEXT` users, `contextMenu.xml`. In most cases a user will manually add the names of menu items to this configuration file, for example:¹⁴

¹⁴ For more information about the Notepad++ right-click menu mechanism and its configuration, see http://docs.notepad-plus-plus.org/index.php/Context_Menu.

```
<Item PluginEntryName="TextFX Characters"
      PluginCommandItemName="Proper Case"
      ItemNameAs="Proper Case" />
```

However, for the `CONTEXT` plugin things are not so simple; this is, in part, because the right-click mechanism wasn't designed for things like our Level-3 submenus. So the `CONTEXT` plugin will, upon request, populate `contextMenu.xml` using id codes internally generated to Notepad++, for example:

```
<Item FolderName="Project"
      id="23004"
      ItemNameAs="Text"
      User="" />
```

To copy the Level-2 and Level-3 submenus to the right-click menu, go to

Plugins - ConTeXt - Update Context Menu %% Change to 'Update Right-click Menu'!

Unlike loading `ConTeXt.ini`, one has to restart Notepad++ to complete update of the right-click menu. Once updated, the submenu subsystem will appear upon any right click (`Shift+F10` is the usual system shortcut); see Figure 14.

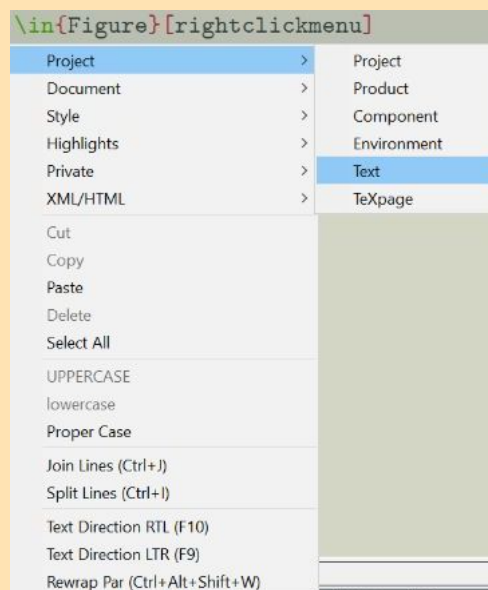


Figure 14 The Right-Click Menu

Once setup, select some text, right click, then choose the desired markup tag with which to wrap that text.

The `User` attribute (empty in the above snippet) allows the user to give any right-click item a name different from the default name featured by the `Plugins` menu. Hence there is the option to edit `contextMenu.xml` manually. But update through the plugin first! Then make your changes, save, and restart Notepad++.

6.4.3 Keys

The default submenu configuration that ships with Notepad++ for `CONTEXT` features over 80 markup tags, and many more could be added. Some tags will be used frequently; it would be convenient to have shortcuts for them. Unfortunately, Shortcut Mapper is not designed to handle Level-3 submenus.

Misfortune in this case gave way to the opportunity to do something better: Second author Luigi Scarso has implemented a *key-based* shortcut system for our `ConTeXt` plugin.¹⁵

In `ConTeXt.ini` one sets a one-, two-, or three-character key within a pair of parenthesis and immediately prior to the name of the markup tag of interest, for example:

```
[Style]
(em)Emphasize=\emph{ }
(ty)Type=\type{ }
```

To see the available keys, go to

Plugins - ConTeXt - Insert ConTeXt macro (Ctrl+-)

One will normally invoke this via the shortcut `Ctrl+-`. A popup window will appear with the full list of markup tags. A list of keys previously set in `ConTeXt.ini` is displayed in the left column; see Figure 15.

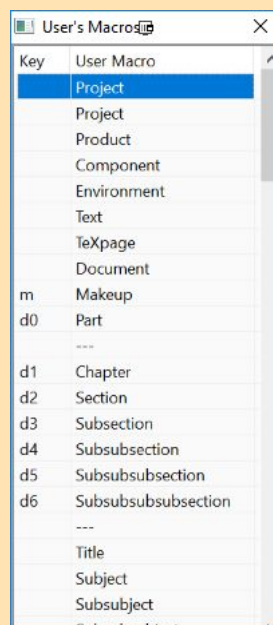


Figure 15 The User's Macros and Keys Popup

Opening the key window triggers a timer: To wrap some selected `<text>` in a markup tag, now quickly type the key that has been set for that macro, e.g., `em` for `\emph{<text>}`. The available settings for the timer and the popup window may be configured under `[CommandsSetup]`, located at the first line of `ConTeXt.ini`:

```
[CommandsSetup]
usermacro:elapse=400
um:elapse_shift=500
um:display_rows=40
```

The two `elapse` variables are in milliseconds. The second variable, `um:elapse_shift` gives the time lapse for keys that require a `Shift`, e.g., capital letters. One can fine tune the values of the `elapse`

¹⁵ This is inspired, in part, by the “mnemonics” system of Spacemacs (an ambitious hybrid of Vim and Emacs built on top of the latter); see <http://spacemacs.org/doc/DOCUMENTATION.html>.

variables until they are in sync with one's typing speed. The third variable controls the number of rows displayed in the popup: The current maximum value is 100.

Finally, one can invoke a macro directly from the popup window: Just double click on any row that corresponds to a markup tag and it will wrap the selected text with that tag.

6.4.4 Templates (formerly Tags)

The CONTeXT plugin supports one more way to enter markup or other code: *templates*. In `ConTeXt.ini` these are configured after `[Tags]`. For example:

```
[Tags] %% Change this to [Templates]!
item2=\startitemize\n\startitem[]\n|\n\stopitem %n
      \startitem[]\n\n\stopitem %n\stopitemize
```

In one's document, go to a new line and type the keyword `item2`. Then choose

```
Plugins - ConTeXt - Replace tags (Alt+\)
```

As usual, one normally just invokes the shortcut. This will result in

```
\startitemize
\startitem[]

\stopitem
\startitem[]

\stopitem
\stopitemize
```

with the cursor placed on the line between the first `\startitem[]`-`\stopitem` pair. Replacing the keyword `item7` will produce seven `\start|\stopitem` tags.

The template system is perfect for things like tables. For example, replacing the keyword `TABLE22` - See `ConTeXt.ini` - will result in

```
\placetable{}
{\bTABLE
\bTR \bTD \eTD \bTD \eTD \eTR
\bTR \bTD \eTD \bTD \eTD \eTR
\eTABLE}
```

with the cursor placed between the first `\bTD`-`\eTD` pair.

7 Note on Bidirectional Editing in Scintilla

In Section 2.2 the matter of bidirectional text was introduced. Following up on that initial discussion:

In general, there are two kinds of bidirectional text that an editor may support:

1. **Global Text Direction**
2. **Local Text Direction**

For some lexers, simple cases of mixed LTR-RTL text will appear the same as the

19 This is a short test. هذا هو امتحان قصير. 20 هذا هو امتحان قصير. This is a short test.	19 This is a short test. هذا هو امتحان قصير. 20 هذا هو امتحان قصير. This is a short test.
--	--

Figure 16 Appearance of Bidi in the CON_TE_XT Lexer: Global LTR (left) Global RTL (right)

19 This is a short test. قصير امتحان هو هذا. 20 قصير امتحان هو هذا. This is a short test.	19 test short a is This هذا هو امتحان قصير. 20 هذا هو امتحان قصير. test short a is This.
--	---

Figure 17 Appearance of Bidi in the Lua Lexer: Global LTR (left) Global RTL (right)

References

- Bringhurst, R. (2008). *The Elements of Typographic Style, Version 3.2*. Hartley & Marks, Publishers. (p. 13)
- Sarkar, A. (2015, 7). The impact of syntax colouring on program comprehension. In The impact of syntax colouring on program comprehension. *Proceedings of the 26th Annual Conference of the Psychology of Programming Interest Group (PPIG 2015)*. Author. (p. 10)

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version February 7, 2018

19 This is a short test. هذا هو امتحان قصير. 20 هذا هو امتحان قصير. This is a short test.	19 This is a short test. هذا هو امتحان قصير. 20 هذا هو امتحان قصير. This is a short test.
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Figure 18 Selecting an RTL Word in the CON_TE_XT Lexer: Global LTR (left) Global RTL (right)

19 This is a short test. قصير امتحان هو هذا. 20 قصير امتحان هو هذا. This is a short test.	19 test short a is This هذا هو امتحان قصير. 20 هذا هو امتحان قصير. test short a is This.
--	---

Figure 19 Selecting an RTL Word in the Lua Lexer: Global LTR (left) Global RTL (right)

19 This is a short test. هذا هو امتحان قصير. 20 هذا هو امتحان قصير. This is a short test.	19 test short a is This هذا هو امتحان قصير. 20 هذا هو امتحان قصير. test short a is This.
--	---

Figure 20 Selecting an LTR Word in CON_TE_XT (left) and Lua (right): Global RTL