ENSIME

things I'm excited about

ENSIME in two words

"Headless IDE"

Rationale

Fact: people are weird about their editors.

So: bring the IDE to the editor.

Getting started

git clone http://github. com/aemoncannon/ensime/master

See README

New stuff!

Lucene Indexer

ENSIME on **ENSIME** size after boot:

In-memory trie boot size: 726 MB

Lucene boot size: 315 MB

ENSIME on **ENSIME** boot time:

Initial: 34 seconds

Subsequent: 16 seconds

Sublime Text 2

Lots of improvement at github. com/sublimescala/sublime-ensime

Thanks to michaelpnash, casualjim, danielhopkins, Nuriaion, dcsobral, sjbwylbs,

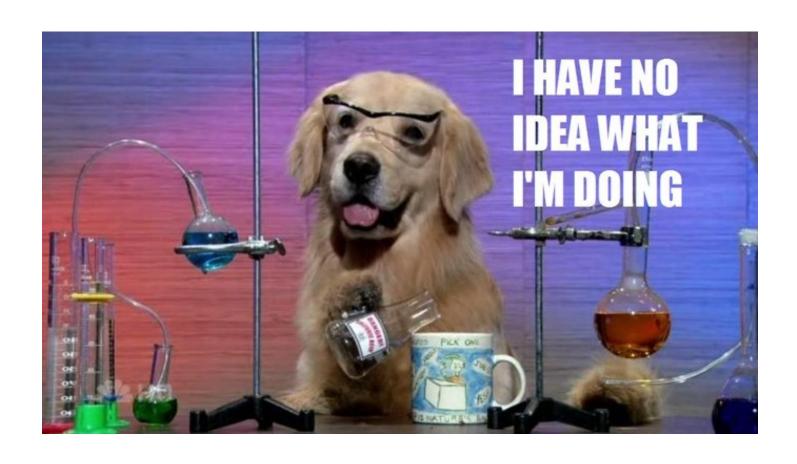
Eugene Burmako

Sublime Text 2

Goal: get the basics working solidly.

Type checking Goto definition Completion

Debugging!



Debug API

:debug-start-vm

:debug-attach-vm

:debug-stop-vm

:debug-run

:debug-continue

:debug-break

:debug-clear-break

:debug-clear-all-breaks

:debug-list-breaks

:debug-next

:debug-step

:debug-step-out

:debug-value-for-name

:debug-value-for-field

:debug-value-for-stack-var

:debug-set-stack-var

:debug-value-for-id

:debug-value-for-index

:debug-backtrace

:debug-active-vm

:debug-event (:type output)

:debug-event (:type step)

:debug-event (:type breakpoint)

:debug-event (:type death)

:debug-event (:type start)

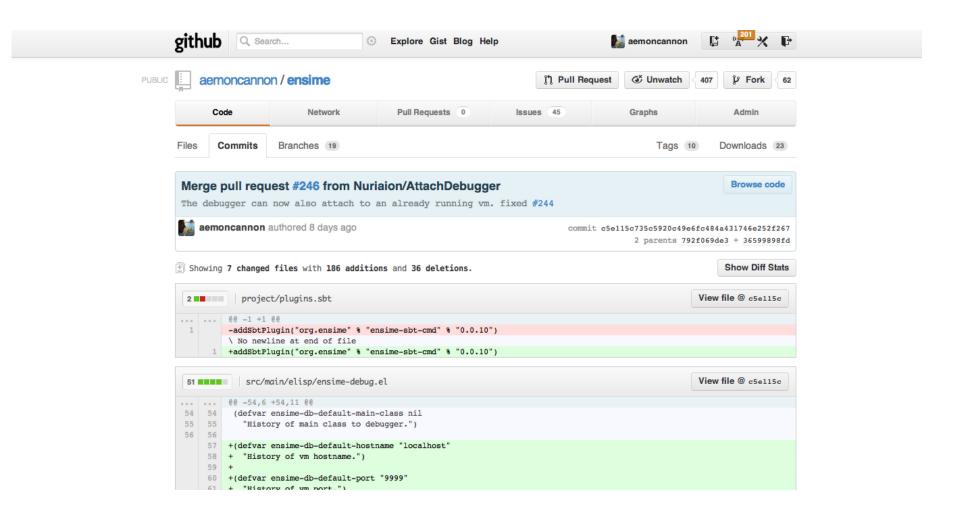
:debug-event (:type disconnect)

:debug-event (:type exception)

:debug-event (:type threadStart)

:debug-event (:type threadDeath)

Community is Awesome



Finally, a quest fit for a true hero

Make scalac typecheck in the presentation compiler.

Thanks!