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!