

This article is archived because it is not considered relevant for third-party developers creating commercial solutions today. The article is believed to be still valid for the original topic scope.

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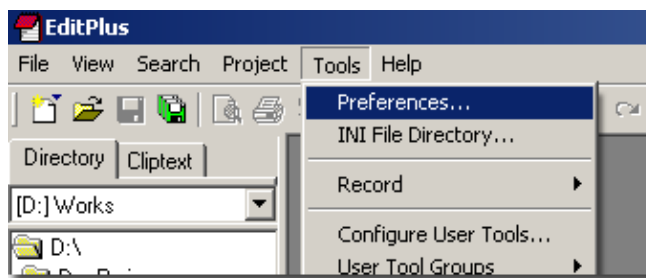
Introduction

This page will describe you how to use EditPlus as WidSets IDE.

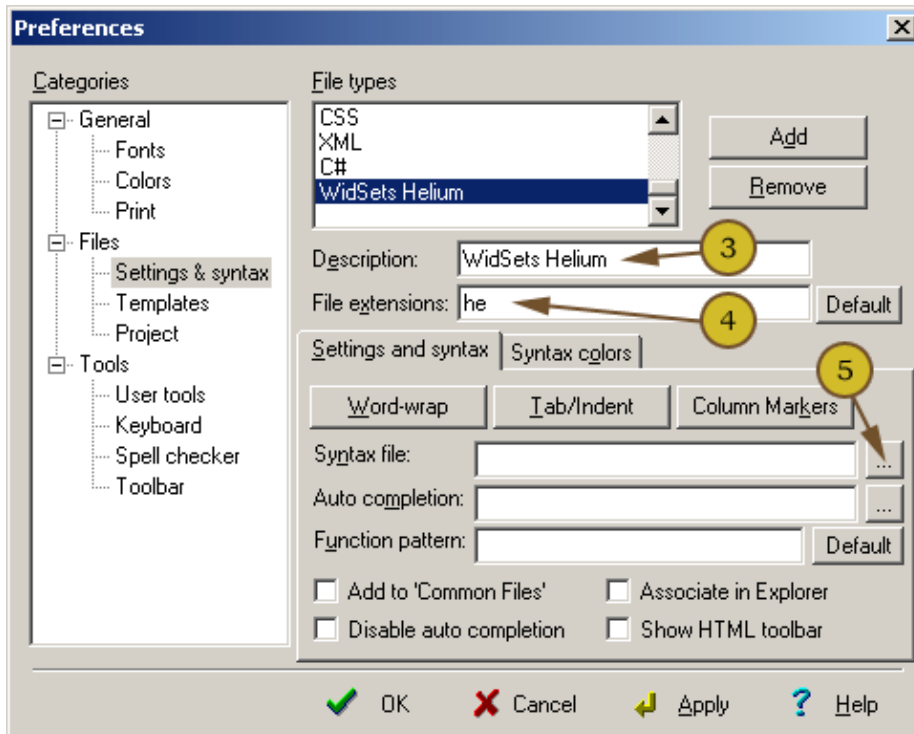
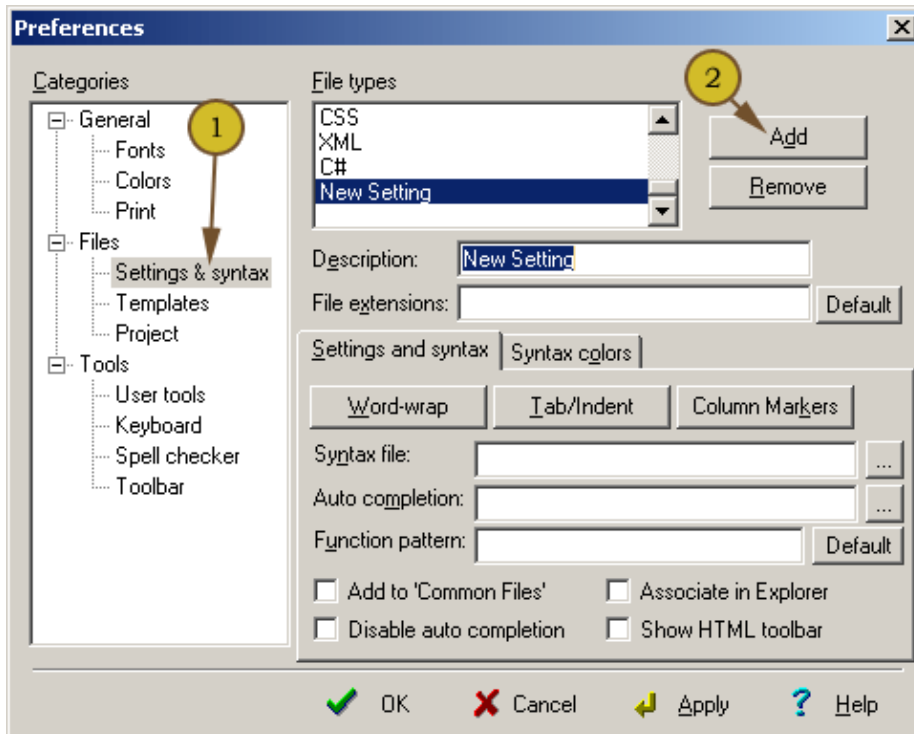
Syntax Highlight

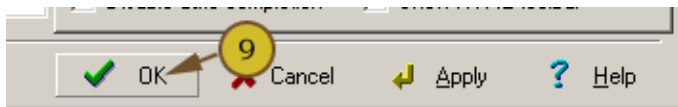
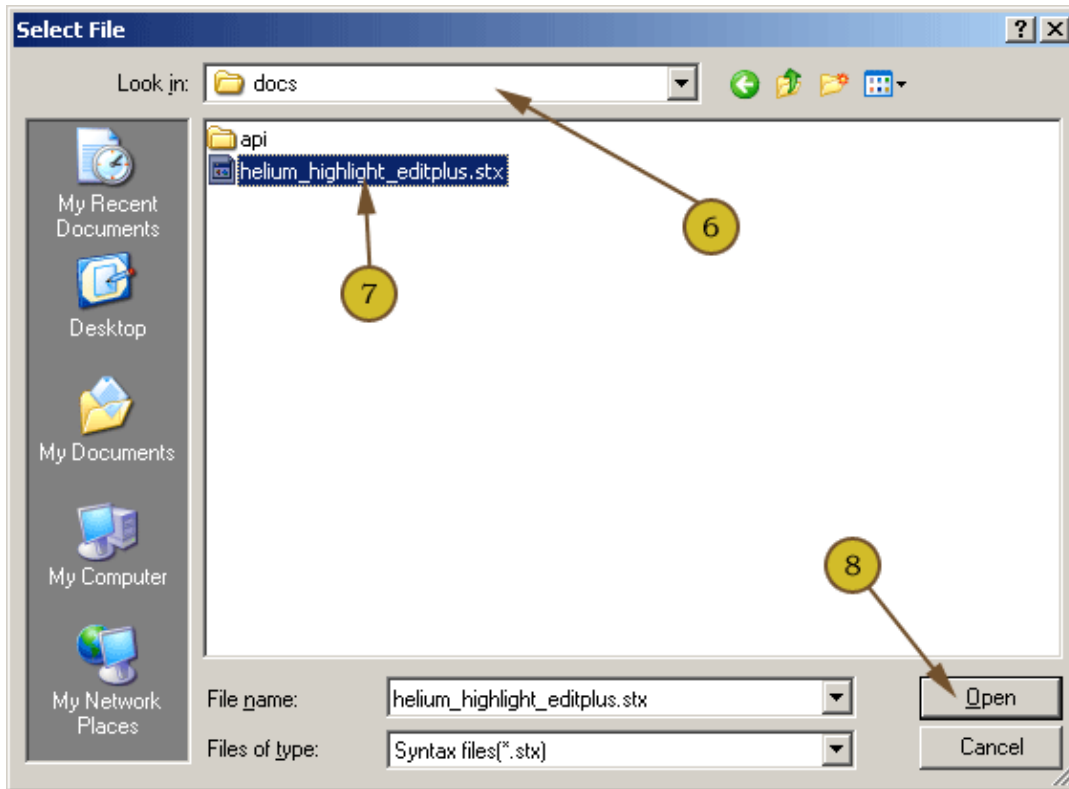
This part will show you how to enable EditPlus WidSets Helium syntax highlight.

Go to **Preferences**



Do following step.





Try to open some .he source file and you will the change.

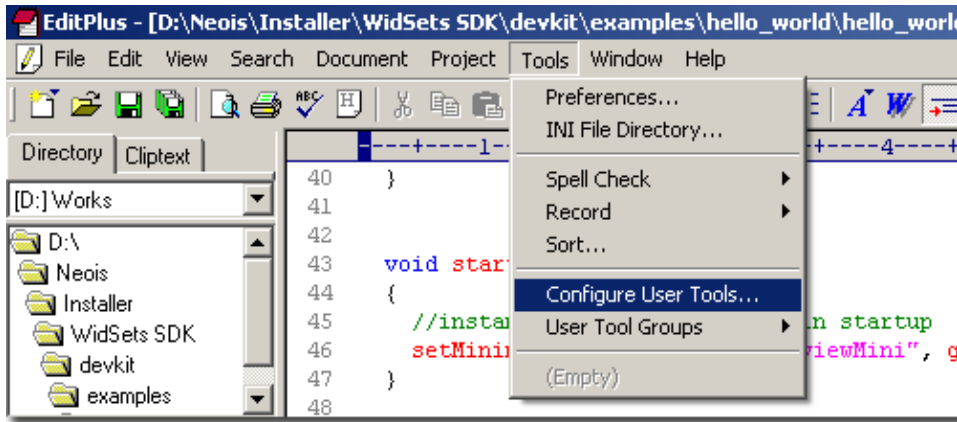
```

40  }
41
42
43  void startWidget()
44  {
45      //instantiate minimized view in startup
46      setMinimizedView(createView("viewMini", getStyle("bg")));
47  }
48
49
50  Shell openWidget()
51  {
52      //instantiate maximized view when user opens this widget
53      Flow view = createView("viewMaxi", getStyle("bg"));
54      return new Shell(view);
55  }
56
57
58  MenuItem getSoftKey(Shell shell, Component focused, int key)
59  {
60      //return the key we want to display at position=SOFTKEY_BACK
61      //this usually is the Right Soft Button (RSB), for other key
62      //positions return null, as we don't want other keys
63      if (key == SOFTKEY_BACK) {
64          return BACK;
65      }
66      return null;
67  }
68
69
70  void actionPerformed(Shell shell, Component source, int action)
71  {
72      //when CMD_BACK event comes in, pop the current shell (this widget)
73      if (action == CMD_BACK) {
74          popShell(shell);
75      }

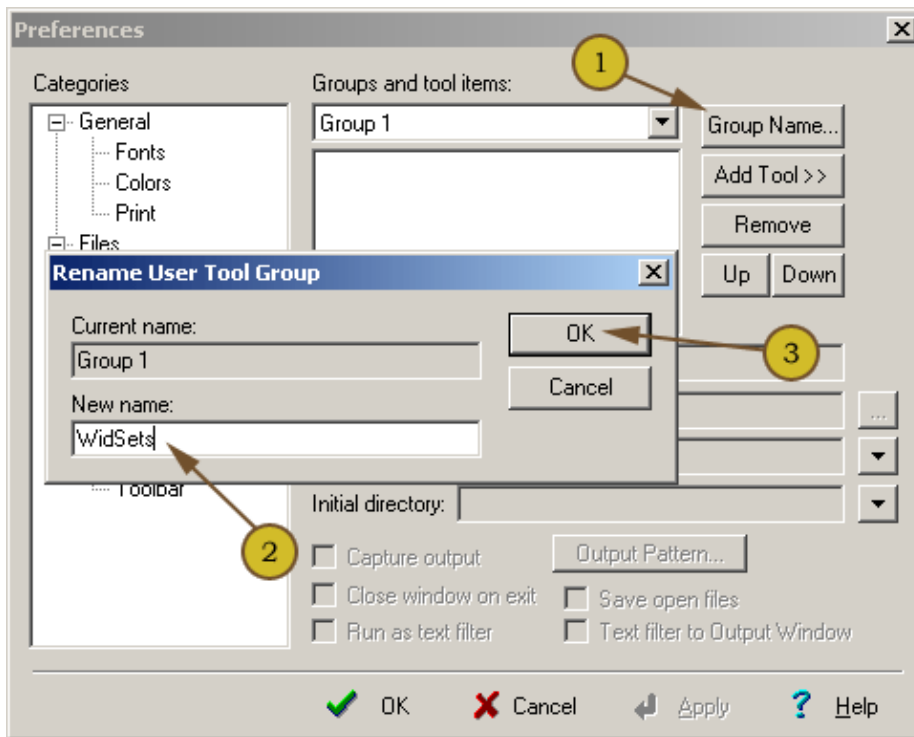
```

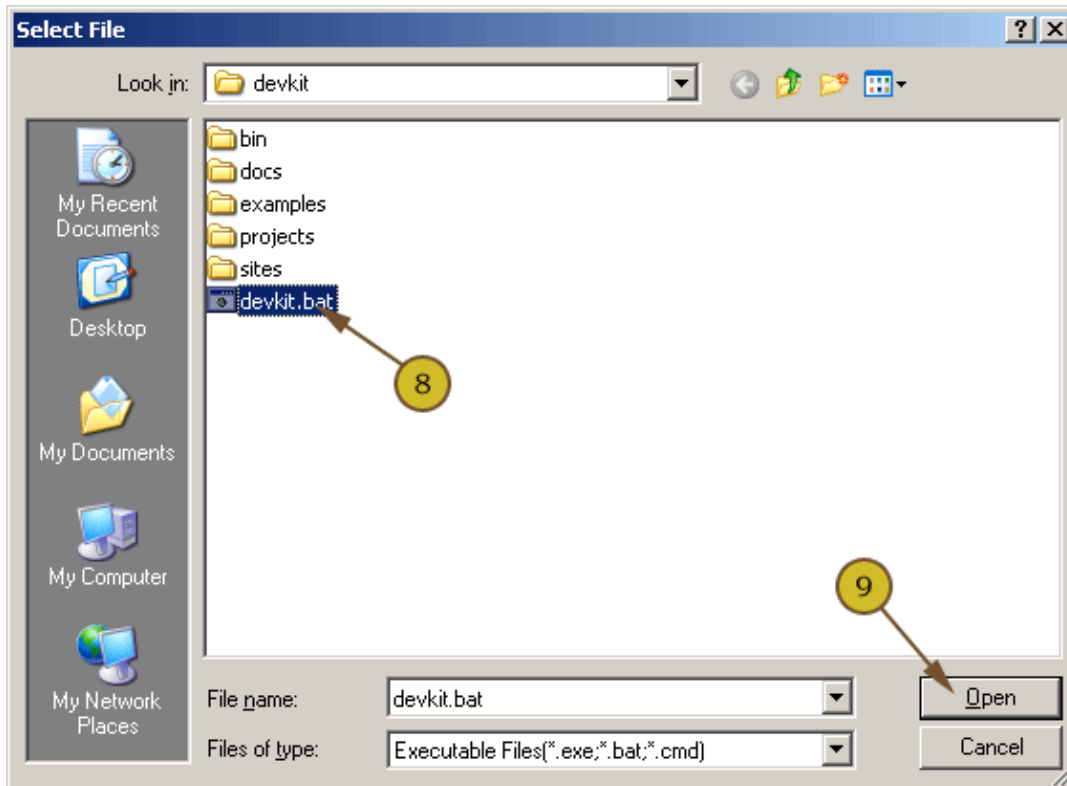
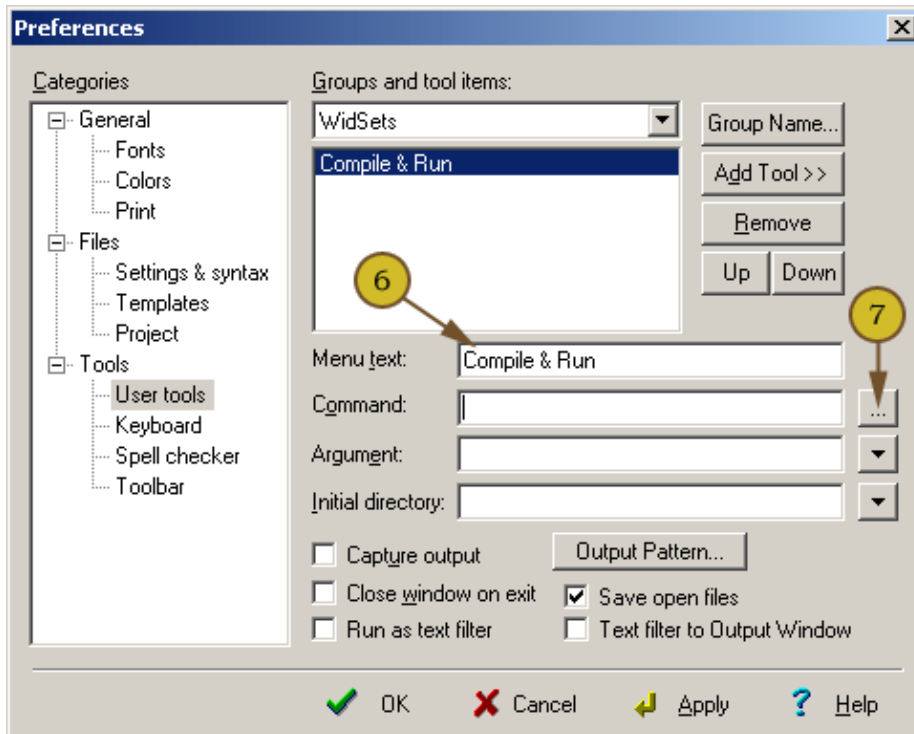
Compile Tools and Emulator Integration

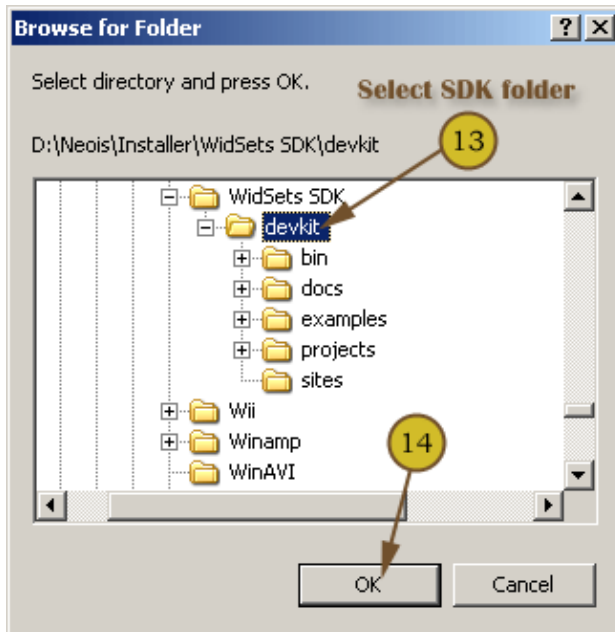
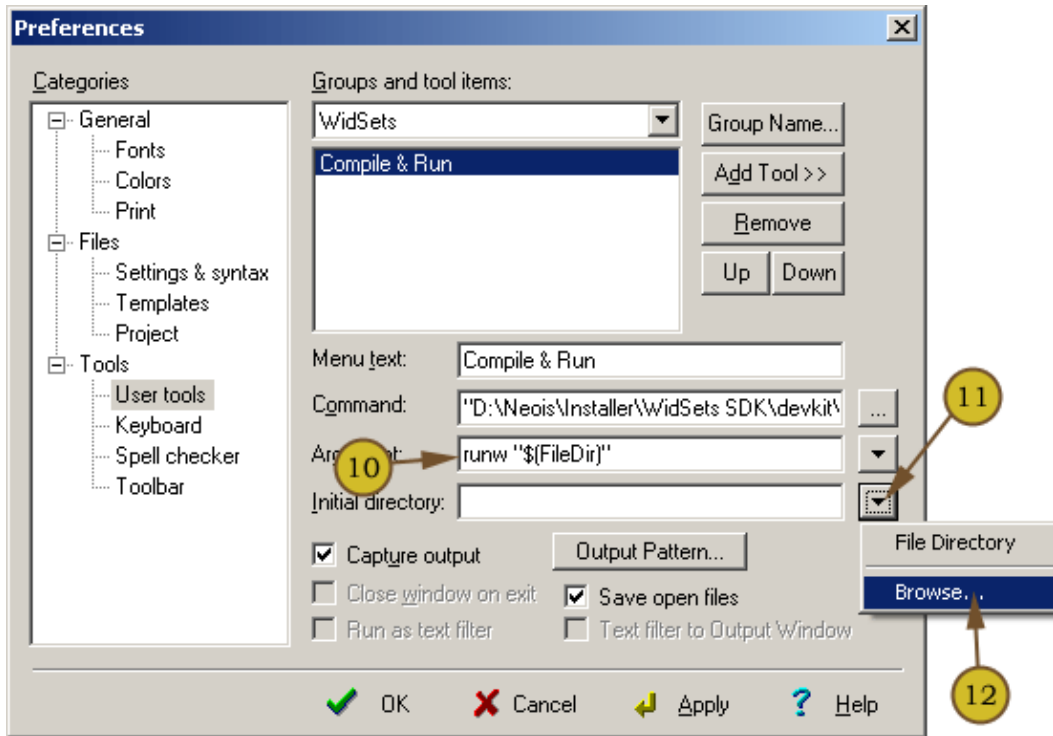
Select Tools -> Configure User Tools...

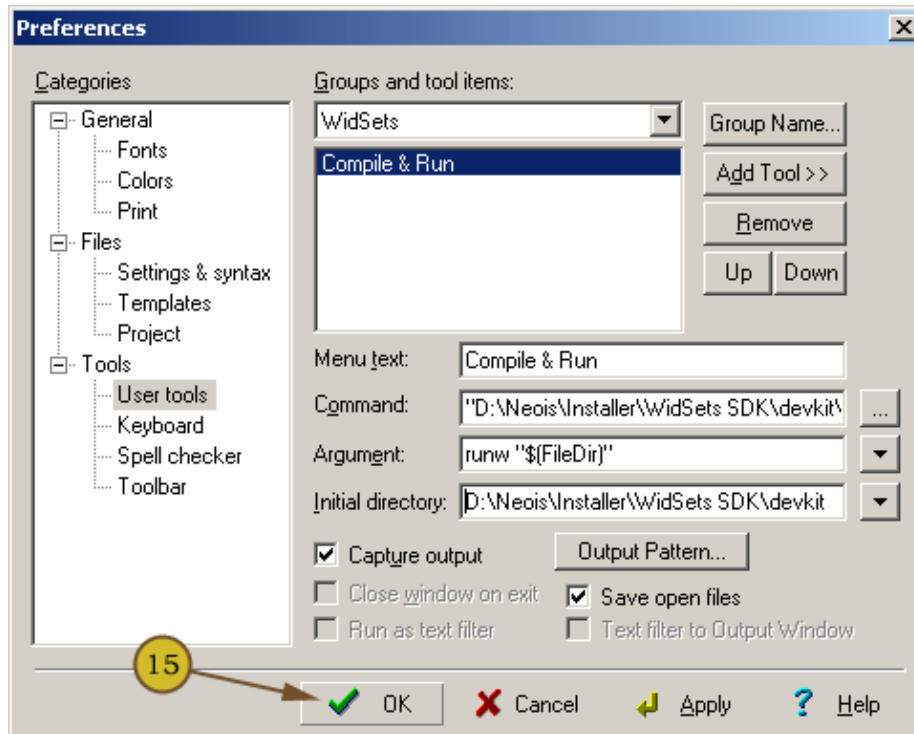


Do the following step.





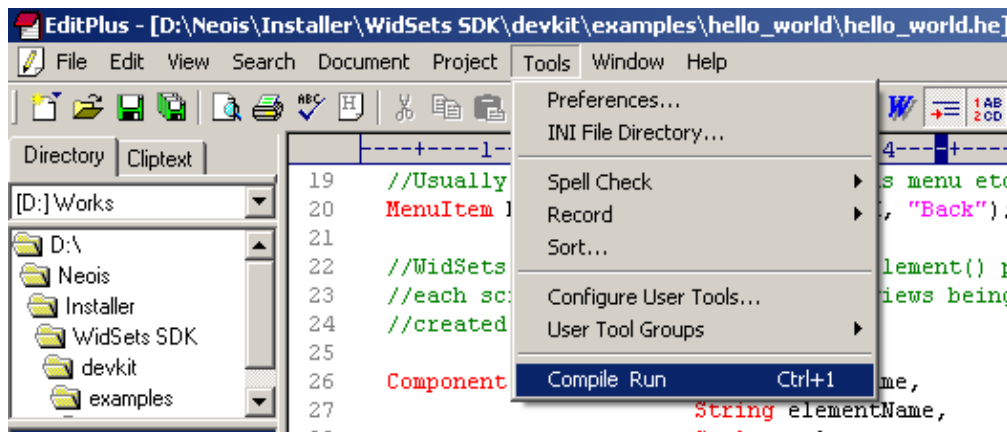




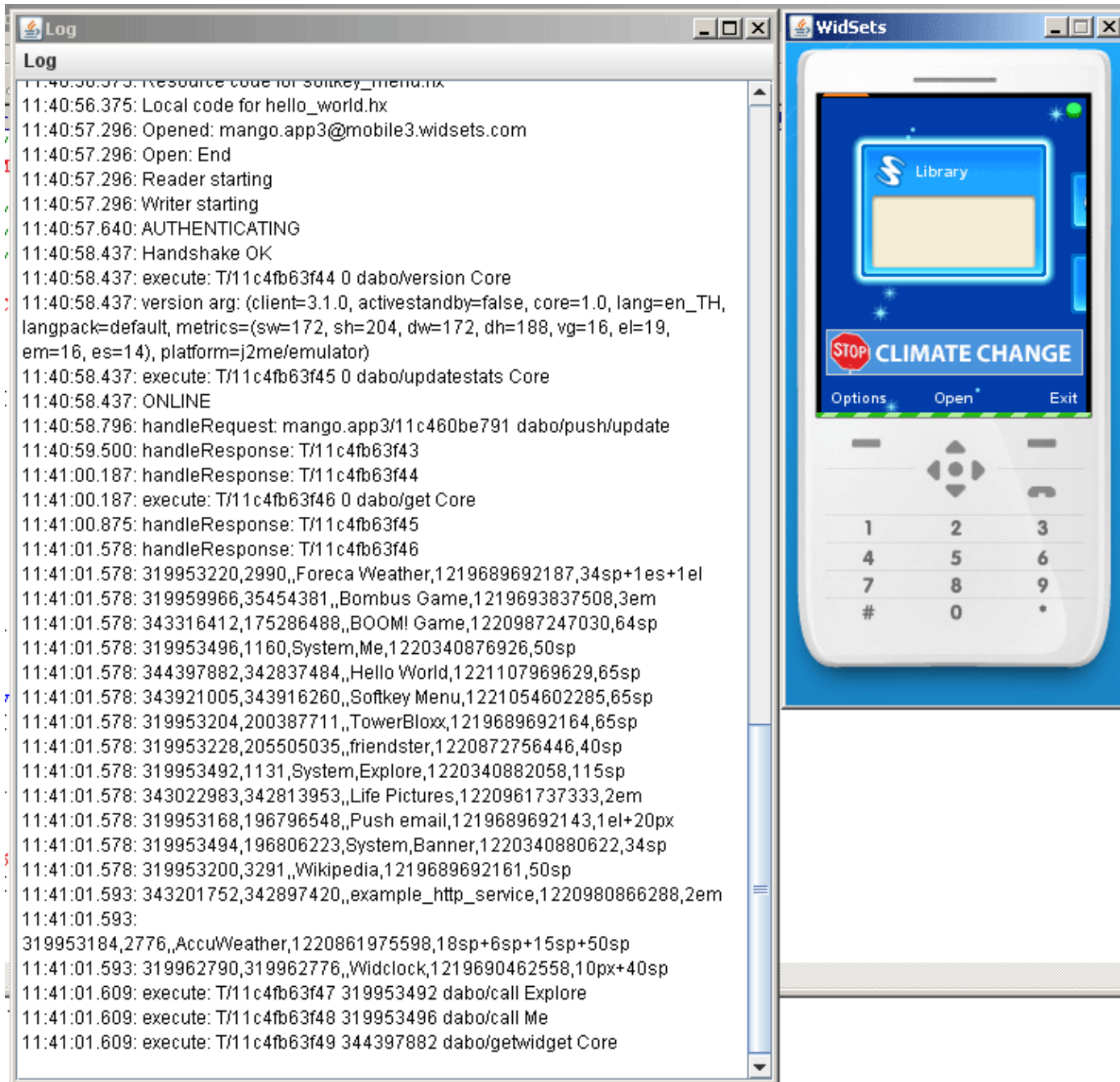
Menu text: Compile & Run
 Argument: runw "%(FileDir)"

Remark: In case your WidSets SDK folder have space character, you have to cover Command field with Double Quote (") sign. **Emphasize that Command field only.**

Open .he source file and select **Tools -> Compile Run** or use hotkey **Ctrl+1**



Bingo!



Now you can edit anything in source code and the result will happen in emulator immediately (see why at [WidSets for Rookie EP 4 : Fasten WidSets Development](#)).

See Also

- [WidSets for Rookie EP 1 : First Step to WidSets SDK](#)
- [WidSets for Rookie EP 2 : First Compilation with WidSets SDK](#)
- [WidSets for Rookie EP 3 : Understand Hello World](#)
- [WidSets for Rookie EP 4 : Fasten WidSets Development](#)
- **[WidSets for Rookie EP 5 : EditPlus Integration](#)**

WidSets_for_Rookie_EP_5 : _EditPlus_Integration

- [WidSets for Rookie EP 6 : Softkey Menu](#)
- [WidSets for Rookie EP 7 : Standard UI](#)
- [WidSets for Rookie EP 8 : Canvas](#)
- [WidSets for Rookie EP 9 : Timer](#)
- [WidSets for Rookie EP 10 : Key Handling](#)
- [WidSets for Intermediate EP 1 : HTTP Request](#)
- [WidSets for Intermediate EP 2 : HTTP with XML Filter](#)
- [WidSets for Advance EP 1 : Life Pictures Project](#)
- [WidSets SDK Tips : Emulator Language Changing](#)
- [WidSets SDK Tips : Emulator Skin Changing](#)
- [WidSets SDK Tips : Add Custom Emulator Skin](#)