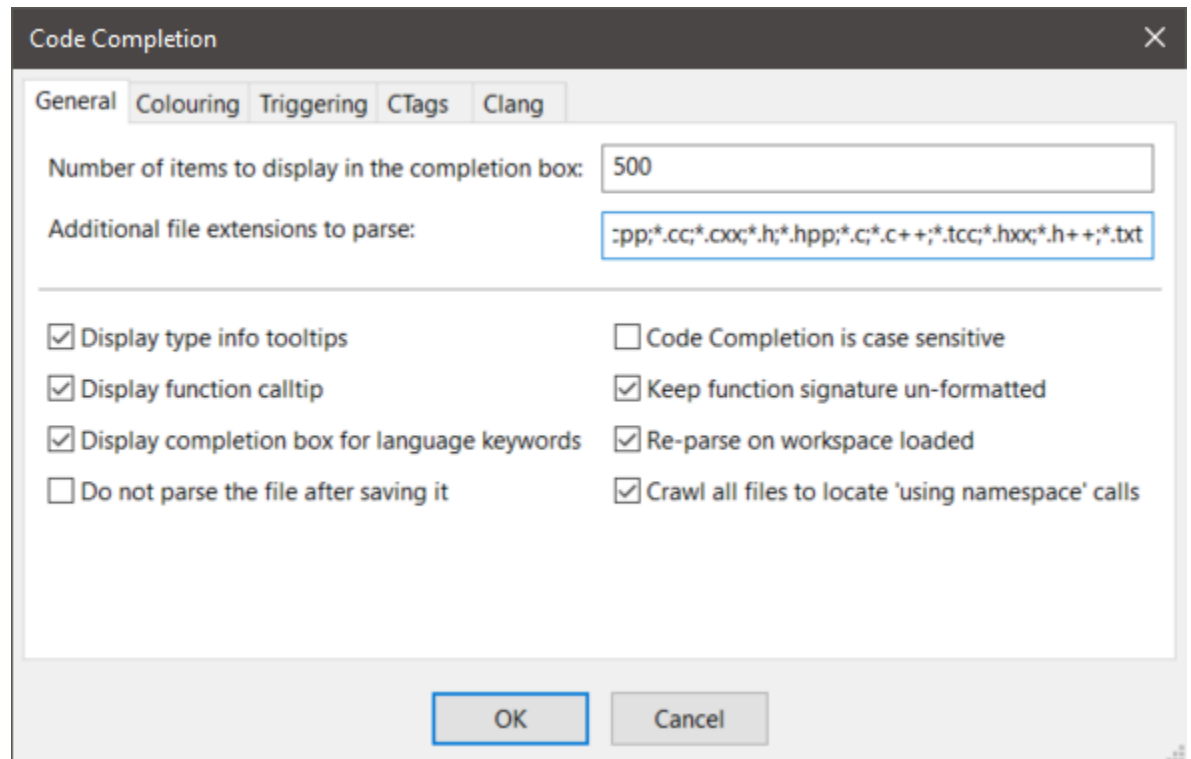


AngelScript IDE - Codelite v12.0.13

This page will help you get started editing AngelScript code using Codelite. For this example we'll be using Turok 3. Please note Codelite will not be able to check for errors or debug but it comes with coloring and most importantly code completion. Also note Codelite v12.0.13 is the latest functional version that can do auto completion with AngelScript. Any newer versions (tested up to v16.2.0) will not work.

1. Download CodeLite 12.0.13.
 - From <https://downloads.codelite.org/codelite/12.0.13/codelite-amd64-12.0.13.exe.7z> (<https://downloads.codelite.org/ReleaseArchive.php>)
Note: You cannot use any newer version as the auto complete will not work correctly.
2. Download the Turok 3 Script API text file - https://behemothprogrammer.github.io/Turok3Blender/t3_scriptAPI.txt
3. Install and launch CodeLite.
4. Configure CodeLite:
 - a. Settings->Code Completion... on the General tab check "Keep function signature un-formatted", "Display type info tooltips", "Display function calltip". And add ;*.txt to the end of the "Additional file extensions to parse". Your settings should then look like this:



- b. (Optional) Settings->Code Completion... on the Triggering Tab check the "auto display code completion box when typing. And set the "Minimum chars to type:" to 1.
 - c. Settings->Preferences select Indentation from the list on the left and make sure "Use tabs in indentation" is unchecked and that "Columns per indentation level" is 4 and "Columns per tab character in document" is 4.
 - d. Settings->Preferences select Misc from the list on the left and make sure "Check for new version on startup" is unchecked. And check "Load last session on startup".
 - e. (Optional) Settings->Colours and Fonts in the General Tab select Global font: Consolas Regular 14. And Global theme to One Dark Pro.
 - f. Workspace->Open Active Project Settings... In General uncheck the "Project enabled" box. Click on Compiler and make sure "Compiler is not required for this project" is checked or grayed out. Click on Linker and make sure "Linker is not required for this project" is checked or grayed out.
5. Create CodeLite Workspace and Project.
 - a. Create a new workspace. Do this by going to File->New->New Workspace menu and select a C++ Workspace. Name it what you want (I suggest "KEX") and set the workspace path somewhere on your harddrive ("Documents" is fine. Somewhere not in the project folder).
 - b. Create a new project in the workspace. Do this by right-clicking on the workspace in the list to the left and choose the New->New Project. Select Others -> Non-code project. Name it "Turok3" and leave rest as default. Leave the compiler and debugger options alone and press Finish.
6. Add the Turok 3 API Script file.
 - a. Add the t3_scriptAPI.txt (that you downloaded in step 2) to the Turok 3 project in CodeLite. Do this by right-clicking on the Turok3 project in the list to the left and choose the "Import Files From Directory..." option.
 - b. Browse to the t3_scriptAPI.txt folder and select that folder to import. Make sure to check the box for the t3_scriptAPI.txt folder. Add ;*.txt extension to the "Files extension to import" text field (if it's not already there) then press OK.
 - c. (Optional) In the list to the left you can rename the t3_scriptAPI.txt folder to "_api" (it won't rename it on your harddrive).
7. Add in the game's scripts.
 - a. Just like in the previous step, add the game's scripts folder into the project by right-clicking on the project in the list to the left and choose the "Import Files From Directory..." option.
 - b. Browse to your scripts folder. Select the scripts and defs(if you have this folder) folder to import. Make sure to check the box for the scripts and defs(if you have this folder) folders. Add ;*.txt extension to the "Files extension to import" text field (if it's not already there) then press OK.
8. Launching Turok 3 through CodeLite.

- a. Once you have your scripts working with autocomplete you can configure CodeLite to launch Turok 3 by going to Plugins->External Tools->Configure external tools...
 - b. Add a new external tool. Select a tool ID, Name it something like Turok 3. Set the Tool path to the .exe (khnum_Shipping_Steam_x64.exe). Leave the rest blank. You should check the "Save all files before executing this tool" option. Then go to Settings->Keyboard Shortcuts... and search for "external" you should see the External Tool 0 and so on. Edit the shortcut key for the external tool you set up to launch Turok 3.
9. Select Workspace->Parse Workspace option to update coloring and auto completion.
10. Working in Codelite Additional Notes.
- a. If you find your coloring is wrong or auto complete not working select the Workspace->Parse Workspace option to update them both.
 - b. Write `Class@ object` and not `Class @object`, the latter will screw up coloring.
 - c. Parameters with `&` in might break the coloring of function parameters, but will have no other side-effects.

Congratulations you should now have coloring and auto completion!