

Preferences

... since Version 0.5.1x

To display the Eclipse4GL preferences dialog

- in Eclipse select **Window > Preferences**
- select **Eclipse4GL**

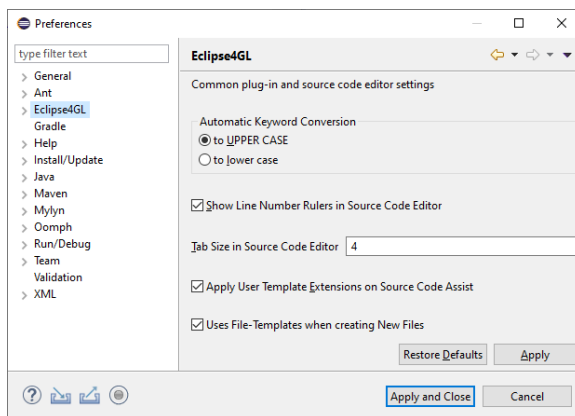
Known behaviour

To make sure that your changes to the Eclipse4GL Plug-In preferences settings are saved and applied, always follow these steps:

1. Press *Apply*.
2. Press *Apply and Close*.

Changes to the *Syntax Highlighting* preferences will only display after closing and re-opening the source code file or relaunching the Eclipse IDE.

General Settings



Automatic Keyword Conversion

Automatic keyword conversion allows you to convert keywords to lower or upper case respectively while working on your code. Check to your preferred option lower/UPPER case keywords. This will also display *keywords* and *template proposals* in the content proposal list in lower/UPPER case.

Show Line Number Rulers in Source Code Editor

Checked by default. Uncheck to hide Line Number Rulers in the Source Code Editor.

Tab Size in Source Code Editor

This option lets you set a default tab value to indent lines "when pressing the tab key" or "to apply code formatting to template snippets". The Tab Size value specifies the TAB stops, while the Indent spaces specifies the number of spaces to use in place of a TAB character.

Apply User Template Extensions on Source Code Assist

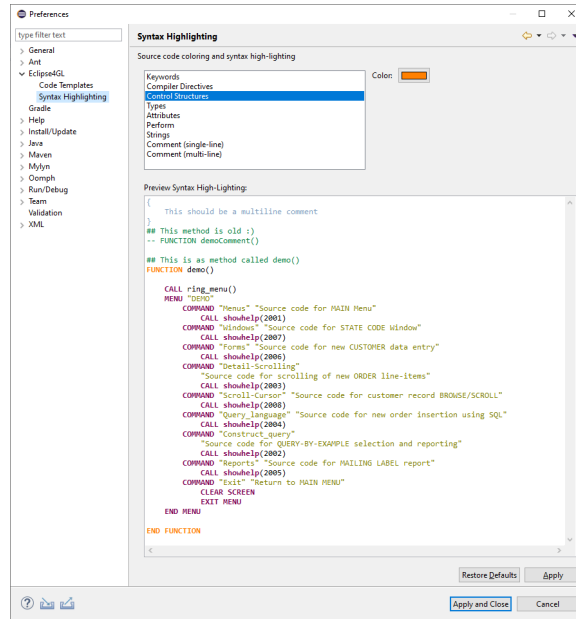
If checked adds a header template (from the *Code Templates* preferences) when applying [code assist](#).

Use File-Templates when creating New Files

If checked adds a file header template (from the *File Templates* preferences) when adding a new file to a project:

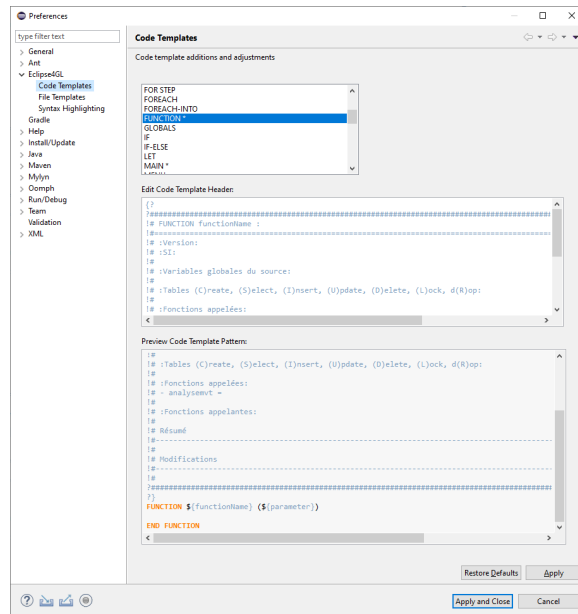
Syntax Highlighting

See [Syntax Highlighting](#) in the [User Guide](#) section to learn more on how to apply source code coloring ...



Code Template Extensions

See [Code Template Extensions](#) in the [User Guide](#) section to learn more on how to apply additional code templates ...



Code Template Adjustments

Displays the complete scope of 4GL functions. Elements for which a code template has already been added are marked using an asterisk (*).

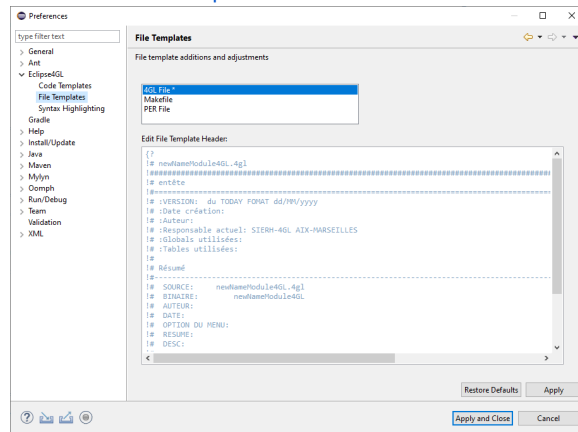
After selecting a 4GL function allows the user to

- add (e.g. copy & paste) a new custom code template header
- edit an existing code template header
- delete an existing code template header (e.g. by selecting content in the *Edit Code Template Header:* section and then pressing *delete*)

Preview Code Template Pattern ... Displays a non-editable preview of the custom code template header.

File Header Templates

See [File Header Templates](#) in the [User Guide](#) section to learn more on how to apply additional code templates ...



File Template Adjustments

Displays the available file types to add a file template header to.

File types for which a file template header has already been added are marked using an asterisk (*).

Selecting one of the available file types allows the user to

- add (e.g. copy & paste) a new custom file template header
- edit an existing file template header
- delete an existing file template header (e.g. by selecting content in the *Edit File Template Header*: section and then pressing the *delete*)