

Forum:[Hack Forums](#)

Thread: [Better Code Tags Userscript | 54 different syntaxes | Select All Button \[1.0.1\]](#)

~Dec - March 6, 2013, 1:21 am

[Click this link to download the userscript.](#)

I'm frustrated with the current way code blocks function on HackForums. Are you as well? If so, read further.

I made a suggestion regarding code tags and some improvements - and Omni posted without rejecting it, which is great news. It might be a while before it's implemented though (and I may have to help) - but in the meantime, I have created a Userscript that somewhat improves upon what we currently have. Basically, it turns the crappy code tags into better ones, with support for 54 languages and automatic syntax detection.

Description:

This script will turn the plain old boring and functionless [code] and php tags on HackForums.net into more informative counterparts of themselves that match the theme of the site.

Features support syntax highlighting for over 50 languages (instead of just PHP), a select all button to highlight all of the code within a block, an 'expand' button to extend the height of the code block to the full length of the code and automatic syntax detection.

The automatic syntax detection is not entirely accurate, as it uses a heuristic algorithm to detect keywords unique to each language - the language with the most keywords wins. Very often you will see the wrong language highlighted, but not all the time. This is still better than only having it highlight PHP.

In the future, I might add a means of manually setting the language in - but for now I've done enough coding on this script.

Unfortunately, I have yet to find a solution to the indentation problems with the [code] tags. For now, consider using 2-space indentation a best practice. Also, there is no way to fix the truncation of repeated text nodes, so do not bother me about it.

New in v1.0.1

I've updated the userscript to allow manual syntax highlighting when it isn't smart enough to detect the correct language. This is done in the form of a comment on the first line of the code block with a flag - "this.code.is" followed by the CSS class name the highlighter attributes to the language. For example;

If I wanted to make my code Javascript:

```
// this.code.is javascript
```

or maybe CoffeeScript:

```
# this.code.is coffeescript
```

And so on.

PHP Code

```
<?php
```

```
// this.code.is php
```

PHP Code

```
<?php
```

```
// this.code.is javascript
```

PHP Code

```
<?php
```

```
# this.code.is coffeescript
```

PHP Code

```
<?php
```

```
// this.code.is cpp
```

Finding the correct class names for your language might be tricky, so if you're unsure - here's a webpage you can visit: <http://softwaremaniacs.org/media/soft/highlight/test.html>

The green text on the left of each code block is the CSS class for that language.

Also, I've made the names of some of the languages more concise, for example "AVR Assembler" instead of "AVRASM".

Screenshot of what it does:

[img]<http://i.imm.io/Yl6d.png>[/img]

Kappa - March 6, 2013, 1:28 am

This is sexy as hell, I installed it with grease monkey on FF and haven't found any flaws yet.

~Dec - March 6, 2013, 1:28 am

(Mar 6, 2013 02:28 AM)DJ??? Wrote: [\[CITE\]](#) This is sexy as hell, I installed it with grease monkey on FF and haven't found any flaws yet.

I'm glad you like it. I'll be adding new features later.

Dbof - March 6, 2013, 5:21 am

Looks great, but would be cool if it actually worked on the programming languages HF supports. Browsing the C++ section you only see it recognizes languages like AVRASM, APPLESCRIPT, VALA...everything but C++. Same with other sections.

Syntax highlighting is still better than HF's implementation. So good luck on improving this.

Examples [\(Click to View\)](#)

BASIC

```
Code PRINT "Hello, world!"
```

C

```
Code #include <stdio.h>
```

```
int main(int argc, char *argv[])
```

```
{
```

```
    printf("Hello, world!\n");
```

```
    return 0;
```

```

}
C++
Code #include <iostream>

int main()
{
    std::cout << "Hello, World!" << std::endl;
}

```

```

C#
Code using System;
class Program
{
    public static void Main()
    {
        Console.WriteLine("Hello, world!");
        Console.ReadKey(true);
    }
}

```

```

JAVA
Code public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, world!");
    }
}

```

```

Pascal
Code program HelloWorld;
uses crt;

```

```

begin
    WriteLn('Hello, world!');
end.

```

```

VB.NET
Code Module Module1
    Sub Main()
        Console.WriteLine("Hello, world!")
    End Sub
End Module

```

'non-console example:

```

Class Form1
    Public Sub Form1_Load(ByVal sender As Object, ByVal e As EventArgs) Handles Me.Load()
        MsgBox("Hello, world!")
    End Sub

```

End ClassCode taken from: http://en.wikipedia.org/wiki/List_of_Hello_world_program_examples

~Dec - March 6, 2013, 5:27 am

(Mar 6, 2013 06:21 AM)Dbof Wrote: [\[CITE\]](#) Looks great, but would be cool if it actually worked on the programming languages HF supports. Browsing the C++ section you only see it recognizes languages like AVRASM, APPLESCRIPT, VALA...everything but C++. Same with other sections. Syntax highlighting is still better than HF's implementation. So good luck on improving this. I have recognized that - take this directly from the original post:

Quote: The automatic syntax detection is not entirely accurate, as it uses a heuristic algorithm to detect keywords unique to each language - the language with the most keywords wins. Very often you will see the wrong language highlighted, but not all the time. This is still better than only having it highlight PHP.

In the future, I might add a means of manually setting the language in - but for now I've done enough coding on this script.

CarrotMilk - March 6, 2013, 7:36 am

Code <?php

```
echo 'Dec is a fag';
```

```
function test()
{
    return 'aids';
}
```

```
test();
```

PHP Code

```
<?php
```

```
echo 'Dec is a fag';
```

```
function test()
{
    return 'aids';
}
```

```
test();
```

```
--
```

Code //window.location = 'Javascript';

```
$(document).ready(function()
```

```
{
    if (!prompt('u gay bro')) {
        return false;
    }
});
```

```
--
```

Nice work Dec! Even if you did steal my idea :P

~Dec - March 6, 2013, 7:51 am

I never stole your idea at all bro - I don't even recall you ever mentioning wanting to code something like this? This is the fruit of my own frustration :P It's still nowhere near perfect though - check the spoiler in Dbof's post. :P

CarrotMilk - March 6, 2013, 8:06 am

Maybe do detection like with a comment on the first line? When I posted the jQuery, it was recognising it as RUBY until I added the first line.

Irritable - March 6, 2013, 8:08 am

This uses jQuery... Dang. I was hoping it would actually be a useable GM script utilizing only Javascript. ?

(Mar 6, 2013 09:06 AM)CarrotMilk Wrote: [\[CITE\]](#) Maybe do detection like with a comment on the first line? When I posted the jQuery, it was recognising it as RUBY until I added the first line.
Or you could just modify it, so we can write (those who use the script):
[code=C++]

Then allow a user to modify the "code box" to follow that particular highlighting scheme?

CarrotMilk - March 6, 2013, 8:09 am

(Mar 6, 2013 09:08 AM)Irritable Wrote: [\[CITE\]](#) This uses jQuery... Dang. I was hoping it would actually be a useable GM script utilizing only Javascript. ?

Or you could just modify it, so we can write (those who use the script):
[code=C++]

Then allow a user to modify the "code box" to follow that particular highlighting scheme?
You can use it on GM even though it uses jQuery lol.

~Dec - March 6, 2013, 8:15 am

(Mar 6, 2013 09:06 AM)CarrotMilk Wrote: [\[CITE\]](#) Maybe do detection like with a comment on the first line? When I posted the jQuery, it was recognising it as RUBY until I added the first line.
That's what I intend to do - but I also intend to improve the algorithm a bit. A lot of people prepend their code blocks with the name of the language (somewhere in their posts), and sometimes the section a post is in can be a big given - I could code up a contributor factor with these facts that if high enough, changes the class on the code block to a more accurate language. That and there are certain things unique to languages that the current algorithm doesn't detect.

(Mar 6, 2013 09:08 AM)Irritable Wrote: [\[CITE\]](#) This uses jQuery... Dang. I was hoping it would actually be a useable GM script utilizing only Javascript. ?

Or you could just modify it, so we can write (those who use the script):
[code=C++]

Then allow a user to modify the "code box" to follow that particular highlighting scheme?
What's wrong about it using jQuery? Yeah, I get it - jQuery is slow. But not by much. Especially on current technology. And the version of jQuery it uses is hosted on the most favorited CDN - which means you probably already had it cached in your browser before you even installed this script. How does jQuery not make it usable? Also, I'm rather entertained by this post of yours when just yesterday you were arguing with others about your inherent lack of understanding that you should not use deprecated features. You even said it was stable... No, deprecated is not stable. :)

As for modifying it so that you can write [code=C++], that I cannot do. The MyCode isn't stored on the client - all I can work with is HTML, the closest thing would be to do what CarrotMilk suggested above.

CarrotMilk - March 6, 2013, 8:23 am

Awwh, come on Dec, don't have a go at that guy. He wasn't calling you out on it, just making a comment. You never used to be able to use third-party libs in GM.

Irritable - March 6, 2013, 8:23 am

```
[code=C++]#include <iostream>[/code]
```

Works fine for me.

CarrotMilk - March 6, 2013, 9:35 am

The extend button doesn't always work :(

~Dec - March 6, 2013, 9:54 am

(Mar 6, 2013 10:35 AM)CarrotMilk Wrote: [\[CITE\]](#) The extend button doesn't always work :(
It always works for me - what's the issue?

I've updated the userscript to allow manual syntax highlighting when it isn't smart enough to detect the correct language. This is done in the form of a comment on the first line of the code block with a flag - "this.code.is" followed by the CSS class name the highlighter attributes to the language. For example;

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The green text on the left of each code block is the CSS class for that language.

Also, I've made the names of some of the languages more concise, for example "AVR Assembler" instead of "AVRASM".

CarrotMilk - March 6, 2013, 11:34 am

I lost the thread where it happened. Basically the button didn't show up.

Can you change that to '// language_name' or something shorter?

Also, LINE NUMBERING? :D :D :D

Irritable - March 6, 2013, 4:05 pm

(Mar 6, 2013 12:34 PM)CarrotMilk Wrote: [\[CITE\]](#) I lost the thread where it happened. Basically the button didn't show up.

Can you change that to '// language_name' or something shorter?

Also, LINE NUMBERING? :D :D :D

Do you not program or something....? Adding a numbering line would be simple.

[[[[- March 6, 2013, 4:40 pm

Well Dec my friend, like always you impress (even though this is wayyy over my head at this time).

~Dec - March 6, 2013, 4:41 pm

(Mar 6, 2013 12:34 PM)CarrotMilk Wrote: [\[CITE\]](#) I lost the thread where it happened. Basically the button didn't show up.

Can you change that to '// language_name' or something shorter?

Also, LINE NUMBERING? :D :D :D

That would require me to hardcode each language class in and check it all manually - much better to just add a flag (this.code.is) and dynamically fetch the language after that.

As for line numbers, I believe they just distract from the code (and if you want to reference lines, use comments instead). Though if you are super super keen to add line numbers, it shouldn't take more than 6 lines of JS - perhaps little more because you'd want to separate the 'select all' from highlighting the line numbers ;)

Mr.V - March 6, 2013, 6:48 pm

I've installed this, and I've restarted chrome. I'm not seeing a difference in code blocks, have am I missing something? :(

BaussHacker - March 6, 2013, 6:54 pm

(Mar 6, 2013 09:23 AM)Irritable Wrote: [\[CITE\]](#) `[code=C++]#include <iostream>[/code]`

Works fine for me.

The problem is people who does not use this will not see this ;)

~Dec - March 6, 2013, 7:17 pm

(Mar 6, 2013 07:48 PM)iDevelopment Wrote: [\[CITE\]](#) I've installed this, and I've restarted chrome. I'm not seeing a difference in code blocks, have am I missing something? :(

It works for me in Chromium, haven't tested it on Google Chrome yet but it should work, they're essentially the same browser. I'll have a look later.

Gpure - March 6, 2013, 7:45 pm

This is insane ~Dec. I love it. Going to install now!

Irritable - March 6, 2013, 8:29 pm

(Mar 6, 2013 07:54 PM)BaussHacker Wrote: [\[CITE\]](#) The problem is people who does not use this will not see this ;)

It will once I modify their code block with one click. ?

Pastebin style. The way it should be, and is for me.

AgonizingBroadcast - March 7, 2013, 8:12 am

For some reason not working for me on Google Chrome version 25.0.1364.152 m.

~Dec - March 7, 2013, 11:50 am

(Mar 7, 2013 12:16 PM)Irritable Wrote: [\[CITE\]](#) Person A asks person B a simple question. Due to the extreme simplicity of the question.

Person B replies to person A with an ad hominem. Person B is clearly offended by their own ignorance.

All that's left to do is this: Awwwww! You poor dumb bitch. ? Want me to fix it for you now? Cost you money this time around.

Should've kept your mouth shut. Normally I'm a nice person and do things for free.

I'm sick of your arrogance. First, you come into my thread and insult probably one of the best programmers I know - now, you speak further disrespect. Take your arrogance and self righteousness out of my thread.

(Mar 7, 2013 09:12 AM)AgonizingBroadcast Wrote: [\[CITE\]](#) For some reason not working for me on Google Chrome version 25.0.1364.152 m.

I've tested it on Chrome (on it right now) and it works. This is not a Chrome extension, by the way. It's a userscript - so perhaps you have an older version of Tampermonkey or you're installing it wrong?

Gpure - March 7, 2013, 1:17 pm

Some of the code tags are off, like Java being Objective-C, but for the most part I know what the syntax for each language looks like so It's easy to tell.

I just like the design. Although, you should change the pink outline to the HF purple>dark pink gradient. Also to have the outline be rounded.

AgonizingBroadcast - March 7, 2013, 1:50 pm

(Mar 7, 2013 12:50 PM)~Dec Wrote: [\[CITE\]](#) I'm sick of your arrogance. First, you come into my thread and insult probably one of the best programmers I know - now, you speak further disrespect. Take your arrogance and self righteousness out of my thread.

I've tested it on Chrome (on it right now) and it works. This is not a Chrome extension, by the way. It's a userscript - so perhaps you have an older version of Tampermonkey or you're installing it wrong?

Updated TamperMonkey and all seems good. Nice addition to the community, it'll be really helpful :)

~Dec - March 7, 2013, 2:19 pm

(Mar 7, 2013 02:17 PM)Gpure Wrote: [\[CITE\]](#) Some of the code tags are off, like Java being Objective-C, but for the most part I know what the syntax for each language looks like so It's easy to tell.

I just like the design. Although, you should change the pink outline to the HF purple>dark pink gradient. Also to have the outline be rounded.

Yeah - I'm aware, the syntax highlighting autodetection isn't the best algorithm ever - simple heuristics. I'll try to improve this further but for now I encourage users who make use of this userscript to manually set in the correct syntax if it isn't correct by commenting the correct code it is on the first line: `// this.code.is.php`

As for the design, I tried the standard purple and it didn't actually blend in that well. It distracted from the code - so I went for this minimal design. One thing I do want to do though is restore the ability to scroll down, but add a custom scrollbar to it. I was busy implementing that yesterday but my computer crashed on me.

After that I'm going to modify the script with my own strategy of adding stylesheets in to make them more maneagable (and not have to rely on an API). Then I need to figure out how I can correct the indentation - if you'll notice, try nesting three conditional statements in any language. The third statement will be pushed to the left for some reason. :S

Also need to find out what this expand button not always working bug is that our dear friend CarrotMilk is on about.

(Mar 7, 2013 02:50 PM)AgonizingBroadcast Wrote: [\[CITE\]](#) Updated TamperMonkey and all seems good. Nice addition to the community, it'll be really helpful :)

Thanks, I'm glad you like it!

~Dec - March 7, 2013, 2:23 pm

If attention whoring is not for every body then why are you doing it? And why in my thread?

Irritable - March 7, 2013, 2:24 pm

(Mar 7, 2013 03:23 PM)~Dec Wrote: [\[CITE\]](#) If attention whoring is not for every body then why are you doing it? And why in my thread?

> References funny image

> Ignores actual point

Congrats.

~Dec - March 7, 2013, 2:25 pm

(Mar 7, 2013 03:24 PM)Irritable Wrote: [\[CITE\]](#) > References funny image

> Ignores actual point

Congrats.

Oh, I didn't ignore it. I just didn't acknowledge it because it isn't true and you have nothing to found it on.

~Dec - March 7, 2013, 2:29 pm

(Mar 7, 2013 03:26 PM)Irritable Wrote: [\[CITE\]](#) To not acknowledge, is to ignore

You fucking retard.

The fuck? Is your 8th language English? Think you'd have figured it out by now.

I bet you're black.

To dis-acknowledge something would be to deny that it is true. To ignore it would be to do nothing at all.

English is my third language - and yours isn't that great either. And no, I'm not black. So you're racist too. You're the whole package, aren'tcha? :)

Han. - March 7, 2013, 2:54 pm

(Mar 7, 2013 03:26 PM)Irritable Wrote: [\[CITE\]](#) To not acknowledge, is to ignore

You fucking retard.

The fuck? Is your 8th language English? Think you'd have figured it out by now.

I bet you're black.

Ignore implies that said person is doing it intentionally. Not acknowledging something can be accidental.

ig.nore: Refuse to take notice of or acknowledge; disregard intentionally.

~Dec - March 7, 2013, 3:14 pm

(Mar 7, 2013 04:06 PM)Irritable Wrote: [\[CITE\]](#) > Person says you're black
> Person must be racist

> Person says you're white
> Person is a saint

lolol @ racist fucker

Making the assumption that I am black as a generalized statement is what I considered racist. I would have said the same if you made the assumption that I was white. Take your asinine impolitenesses out of my thread. Your warning level is already rising from all the shit that spews out of your fingers as you type, so follow my advice, and stop.

Hydra - March 7, 2013, 4:20 pm

Weird. In OP, they work but Expand & Select All doesn't work. The rest of the posts, they don't work at all.

Elements. - March 7, 2013, 4:22 pm

That looks really nice. They should completely redesign HF in my opinion.

~Dec - March 7, 2013, 4:23 pm

(Mar 7, 2013 05:20 PM)iHydra Wrote: [\[CITE\]](#) Weird. In OP, they work but Expand & Select All doesn't work. The rest of the posts, they don't work at all.

I feel you might be clicking on the IMAGE of the code tags - as that's the only area where the 'expand' button shows up. In the image. Everything works fine for me on Chrome, Chromium and Firefox - is your Greasemonkey/Tampermonkey completely up-to-date? Updating it might fix the issue, as this uses a few new things from the GM API. I do plan to implement my own soon, so the API will not be a problem. But upgrading your plugin in the meantime should fix those inconsistencies.

Hydra - March 7, 2013, 4:29 pm

(Mar 7, 2013 05:23 PM)~Dec Wrote: [\[CITE\]](#) I feel you might be clicking on the IMAGE of the code tags - as that's the only area where the 'expand' button shows up. In the image. Everything works fine for me on Chrome, Chromium and Firefox - is your Greasemonkey/Tampermonkey completely up-to-date? Updating it might fix the issue, as this uses a few new things from the GM API. I do plan to implement my own soon, so the API will not be a problem. But upgrading your plugin in the meantime should fix those inconsistencies.

Yea, was looking at the screenshots but that's what I still get on real [code]'s. and yea, Tamper Monkey updated.

~Dec - March 7, 2013, 4:33 pm

See mine works flawlessly and I'm using Chrome and the latest Tampermonkey (version 2.12.3124.16), so I'm not sure as to the issue? try restarting your browser, perhaps? Can you verify that the script is at least running (little red icon below tampermonkey's icon when on a HackForums page)?

Hydra - March 7, 2013, 4:36 pm

Oh, damn. I had TM disabled while I installed the script. Reinstalled it just now WITH TM enabled. Works now. Thanks!

~Dec - March 7, 2013, 4:46 pm

Haha, glad to hear you sorted the problem out! :P

CarrotMilk - March 9, 2013, 12:12 pm

Bro, set a max-width on that thing xD

Mouse? - March 10, 2013, 7:46 am

So... beautiful... Me likie o3o Thank you for making things a little less hideous at which to look. Wish it had scrolling capability.

Toph Beifong - March 10, 2013, 8:20 am

Using this and i love it, works great. Nice work.

~Dec - March 10, 2013, 1:31 pm

(Mar 10, 2013 07:46 AM)Rodaxoleaux Wrote: [\[CITE\]](#) So... beautiful... Me likie o3o Thank you for making things a little less hideous at which to look. Wish it had scrolling capability.

I was in the middle of implementing this and my computer sort of died on me :3 I'll be updating it within the next week though!

Toph Beifong - March 12, 2013, 3:02 am

Iv noticed a little bug, sometimes(not always) the expand doesn't show up this means to view the full code i need to select all and paste somewhere else.

~Dec - March 12, 2013, 3:33 am

Can you try reproduce the bug in a your post? I have a hunch it might have something to do with [spoiler] tags, but so far they work within spoilers for me, I haven't seen any inconsistencies yet. If you could reproduce it that'd be great :)

vitafortis - March 12, 2013, 5:29 am

Dude, I love this thing still. I've been using it and it doesn't fail. Well, except every now and then the "spoiler" tag causes it to bug out, but that may have just been me.

Mouse? - March 12, 2013, 10:44 am

I can reproduce it. Put some code in a spoiler tag and view it through the spoiler. "Expand" disappears.