

## Redmine - Feature #8253

### Update CodeRay to 1.1 final

2011-04-29 23:34 - Mischa The Evil

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jean-Philippe Lang	<b>% Done:</b>	0%
<b>Category:</b>	Third-party libraries	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.4.0		
<b>Resolution:</b>			
<b>Description</b> Whenever <a href="#">CodeRay 1.1</a> final is released the included version in Redmine should be updated and scheduled for the <i>then</i> "Next major release".			
<b>Related issues:</b>			
Blocks Redmine - Patch #1471: Lua syntax highlighter for CodeRay		Closed	2008-06-16
Follows Redmine - Feature #4264: Update CodeRay to 1.0 final		Closed	

#### Associated revisions

##### Revision 12238 - 2013-10-26 10:55 - Jean-Philippe Lang

Upgrade CodeRay to 1.1.0 (#8253).

#### History

##### #1 - 2011-04-29 23:44 - Mischa The Evil

- Subject changed from *Update CodeRay to 1.0 final* to *Update CodeRay to 1.1 final*
- Target version set to *Unplanned backlogs*

For now I think the best target version for this issue is *Unplanned* (also considering the related issues [#2623](#) and [#1471](#)).

##### #2 - 2011-04-30 00:47 - Mischa The Evil

- Due date deleted (2010-04-21)
- Category changed from *Text formatting* to *Third-party libraries*
- Start date changed from 2010-04-21 to 2011-04-30

Corrected Start- and Due-dates after copying this issue from [#4264](#), changed issue-relations to reflect the [upstream roadmap](#):

+	blocks Feature <a href="#">#2623</a> : C# syntax highlighting
+	blocks Patch <a href="#">#1471</a> : Lua syntax highlighter for CodeRay
+	follows Feature <a href="#">#4264</a> : Update CodeRay to 1.0 final

and changed to new - more appropriate - category...

##### #3 - 2011-04-30 01:20 - Mischa The Evil

- Start date deleted (2011-04-30)

##### #4 - 2011-05-03 20:03 - johann sebatian

- Assignee set to *johann sebatian*

##### #5 - 2011-11-25 17:52 - Etienne Massip

- Assignee deleted (*johann sebatian*)

##### #6 - 2012-11-15 09:39 - Daniel Felix

Well maybe 1.1 isn't out, and fairly doesn't seem to be released in the next months. ;-)

But anyway, currently we are using 1.0.6, and 1.0.8 is available. Maybe this could be implemented and tested for the next major release?

**#7 - 2013-02-06 10:08 - Daniel Felix**

- *Description updated*

Corrected Link for Coderay. The old link doesn't work anymore.

**#8 - 2013-10-24 19:56 - Yukinari TOYOTA**

It was released few months ago, +1

**#9 - 2013-10-25 10:22 - Etienne Massip**

- *Target version changed from Unplanned backlogs to Candidate for next major release*

**#10 - 2013-10-26 06:50 - Mischa The Evil**

A scanner for C# is not included in 1.1<sup>1</sup>.

The new scanners introduced in 1.1 are:

- Go
- Lua
- Sass
- Taskpaper

<sup>1</sup> <https://github.com/rubychan/coderay/blob/master/Changes.textile>

**#11 - 2013-10-26 06:51 - Mischa The Evil**

- *Blocks deleted (Feature #2623: C# syntax highlighting)*

**#12 - 2013-10-26 10:56 - Jean-Philippe Lang**

- *Status changed from New to Closed*

- *Assignee set to Jean-Philippe Lang*

CodeRay upgraded in [r12238](#).

**#13 - 2013-10-26 10:56 - Jean-Philippe Lang**

- *Target version changed from Candidate for next major release to 2.4.0*