

Syntax Highlighting

DokuWiki includes support for code syntax highlighting as described at the [syntax page](#).

Starting with DokuWiki release “Greebo” some additional GeShi options for syntax highlighting are supported:

- Enable line numbers
- Start line numbers at line **n**
- Highlight certain lines extra

All options are set by adding some key-value pairs to the standard code-tag syntax. The following examples explain their usage.

Examples

The following code enables line numbers:

```
<code JavaScript [enable_line_numbers="true"]>
var de = function() {
    return (typeof(window.de) == 'object') ? window.de : {};
}();
</code>
```

This is the result:

```
1. var de = function() {
2.     return (typeof(window.de) == 'object') ? window.de : {};
3. }();
```

The next example additionally highlights one line:

```
<code JavaScript [enable_line_numbers="true",highlight_lines_extra="2"]>
var de = function() {
    return (typeof(window.de) == 'object') ? window.de : {};
}();
</code>
```

This is the result:

```
1. var de = function() {
2.     return (typeof(window.de) == 'object') ? window.de : {};
3. }();
```

You can also highlight multiple lines:

```
<code JavaScript [enable_line_numbers="true",highlight_lines_extra="2,3"]>
var de = function() {
    return (typeof(window.de) == 'object') ? window.de : {};
}();
</code>
```

This is the result:

```
1. var de = function() {
2.     return (typeof(window.de) == 'object') ? window.de : {};
3. }();
```

Line numbers can start at any given value:

```
<code C [enable_line_numbers="true", start_line_numbers_at="42"]>
void main () {
    printf ("Hello World!");
    exit 0;
}
</code>
```

This is the result:

```
42. void main () {
43.     printf ("Hello World!");
44.     exit 0;
45. }
```