
Subject: Re: Very first impressions and.... [FEATURE REQUESTS]

Posted by [mdelfede](#) on Wed, 12 Sep 2007 16:12:19 GMT

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luzr wrote on Wed, 12 September 2007 17:48Well, actually, we already have C++ parser

All we need is that partial preprocessor.

The problem of your solution is that you really need to invoke the preprocessor each time you want the info. macros present or not, you need the complete sources up to the point of cursor.

No, you must invoke the preprocessor only when you make some changes in source code that need it, i.e. change a #define or an #ifdef or so. If you don't fiddle with preprocessor stuff, the previous preproc run is enough !

And if you think that in a normal source code file the preprocessor stuff is about 1-5% max of the file, you must agree that preprocessor is not called too often ! Another task would be if you edit some wxwidget file...ehehehehe

Quote:

There is another problem too: After preprocessing, you would have to parse it too...

Of course, but again, the complete reparsing should be needed ONLY when you change some preprocessor stuff in code.

I'm not telling you that's an easy task, but I think it's much easier than to write a complete c++ preprocessor.

Ciao

Max