Subject: Re: Very first impressions and.... [FEATURE REQUESTS]
Posted by mirek on Wed, 12 Sep 2007 16:40:42 GMT
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mdelfede wrote on Wed, 12 September 2007 12:12luzr 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 !

What file do you want to parse? Buffered file from preprocessor? Actual file you are working on?

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

The preprocessor is the simple part... The hard part is caching logic.

Mirek