Subject: Macro thoughts
Posted by mirek on Thu, 20 Nov 2008 10:16:11 GMT
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I am getting ready about adding support of macros to C++ parser.

There is one hard issue there:

When any macro changes, it is often required to reparse a lot of files (all that use it).

As we parse files quite often (at least, at each file switch), this would be slow.

I am therefore trying to find some other, less complex way how to do that.

The simple way is to do it at compile time (if any macros have changed) and at user request. The downside is that sometimes the code database would be 'out-of-sync' (contain wrong information w.r.t. macros).

Is that acceptable? Any better ideas?

Mirek