

---

Subject: Re: Naviagot bar: 1 issue, 1 suggestion  
Posted by [mrjt](#) on Mon, 18 May 2009 09:16:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Mon, 18 May 2009 10:09Well, I am out of wits how to optimize that one more...

In reality, it has to scan the whole symbol database for matches. That is, for example, about 30000 symbol entries for theide sources...

Mirek

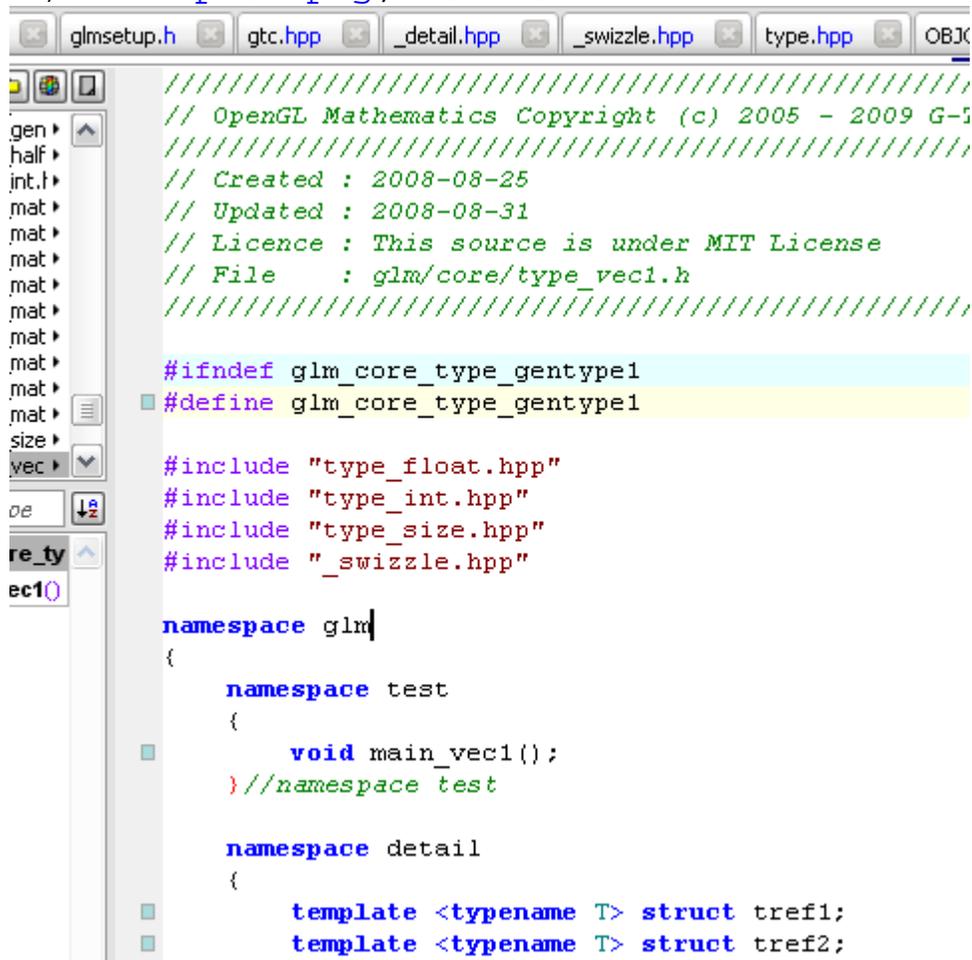
Don't worry about it, seriously. It's very, very good!

However... The parser doesn't seem to like nested namespaces very much: (see incorrectly highlighted end brace)

But I honestly don't care if this is fixed or not, as I don't write code like this (this is just a maths library I'm looking at).

## File Attachments

1) [namespace.png](#), downloaded 810 times



```
////////////////////////////////////  
// OpenGL Mathematics Copyright (c) 2005 - 2009 G-5  
////////////////////////////////////  
// Created : 2008-08-25  
// Updated : 2008-08-31  
// Licence : This source is under MIT License  
// File    : glm/core/type_vec1.h  
////////////////////////////////////  
  
#ifndef glm_core_type_gentype1  
#define glm_core_type_gentype1  
  
#include "type_float.hpp"  
#include "type_int.hpp"  
#include "type_size.hpp"  
#include "_swizzle.hpp"  
  
namespace glm  
{  
    namespace test  
    {  
        void main_vec1();  
    } // namespace test  
  
    namespace detail  
    {  
        template <typename T> struct tref1;  
        template <typename T> struct tref2;  
    }  
}
```