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Subject: Re: C++ Parser

Posted by [unodgs](#) on Tue, 25 Oct 2011 16:48:07 GMT

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Quote:I believe that the real trouble is not C++ parser alone, working on single file, but how to make all files work together (with all macros and headers and such).

I had also `#include <Core/Core.h>` in the sample file and the speed was more than acceptable (especially the second time when files were cached by the system I guess). Besides clang supports precompiled headers what should make parsing fast enough even if lots of headers and macros are involved.

Integrating clang with upp is also very easy. It's only one file `libclang.dll` (4.7 MB) that has to be distributed with the rest of the framework.

Anyway I'll try to finish the demo and add the whole upp library with windows headers and see what the speed will be.

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