
Subject: Compile time hash macro
Posted by [Xemuth](#) on Tue, 23 Feb 2021 16:55:59 GMT
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Hello U++ !

Is there a way in U++ to do hashing of String during compilation ?

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    Cout() << GetHashValue ("Hello") << EOL; //Runtime hashing  
    Cout() << HASH64("Hello") << EOL; //Compile time hashing  
    //Both value printed should be identique  
}
```