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
}
```