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Subject: Re: clangd

Posted by [mirek](#) on Fri, 17 Sep 2021 16:49:43 GMT

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Novo wrote on Fri, 17 September 2021 16:15 You can check performance by yourself.

clangd:

--compile-commands-dir=<string> - Specify a path to look for compile\_commands.json. If path is invalid, clangd will look in the current directory and parent paths of each source file

ccls:

--index=<root> - standalone mode: index a project and exit

Do not forget to run "umk -j" to create a compile\_commands.json file.

Could you do that for theide?

BTW, that could mean that BLITZ could still work in that context, right?

Mirek

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