Subject: Re: clangd

Novo wrote on Fri, 17 September 2021 16:15You 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