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Subject: Re: clangd

Posted by [Novo](#) on Fri, 17 Sep 2021 22:43:00 GMT

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Clang-based indexers are good when you do not have anything else, but they are very slow and memory-hungry.

Theoretically, they should have an ideal quality, but I often have problems with them, starting with inability to compile code from time to time (actually, quite often).

In case, when Clang fails, I just use regular search in project's folders.

But when it works, it is pretty good :roll:

A trick is not to save a file very often to prevent reindexing ...

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