mirek wrote on Thu, 30 September 2021 12:57After thinking about it for a while, I decided that I am not going to add clangd to TheIDE _myself_:

- it is quite a lot of work
- it does not meet my requirements for speed
- most importantly, I believe that people that want this would actually be even happier with Visual Studio Code (or some other "normal" IDE/editor). To integrate U++ with it seems to be much less work that to add clangd to TheIDE.
- U++ semiheuristic parser is work in progress, but it is MUCH faster than "real compiler" and the current architecture is fine in regards of what it can achieve. I believe that adding missing features to it is in the end less work that to integrate clangd. And much more fun too :)

That said, if somebody wants to have a try at this, I will be more that happy to watch the progress!

Mirek

OK, I am reconsidering and willing to give clang a try. However, not clangd - clang ast seems pretty reasonable and I think I can do better using blitz and stuff for performance.

That said, if I run clang for anything nontrivial with dump-ast (that dumps ast in human readable form), it takes 20s to generate 400MB file. Meanwhile, emit-ast is fast and creates 40MB of binary file. Has anybody any experience in parsing this binary data or willing to give it a try?

The ideal solution should at max use what is already in win32 release (- I mean, it is ok to use any .dll from clang). I believe libclang-cpp.dll in fact contains whole clang api, so that should be doable.

Mirek