
Subject: Re: theide with libclang, first milestone finished

Posted by [mirek](#) on Sun, 26 Jun 2022 16:07:43 GMT

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OK, good news and bad news (for now):

The problem is caused by CXTranslationUnit_PrecompiledPreamble flag for clang parser. For some reason, when I specify this in Linux, libclang ignores #includes.

Without this flag, it now works. Downside is that it is much slower than in Win32 where CXTranslationUnit_PrecompiledPreamble works...

Now I am pretty sure this must be some problem of my code, as you are actually supposed to use this and I bet other ides are using this flag. But so far I was not able to crack it...

Anyway, you should now be able to test it, hopefully, for initial impressions.
