Subject: Re: theide with libclang, first milestone finished
Posted by Novo on Sat, 09 Jul 2022 17:44:48 GMT
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mirek wrote on Sat, 09 July 2022 07:11
Now it is definitely a temporary solution as it is quite slow that way, hopefully we will find a fix soon.

I tested latest source code.
I do not see any changes.
Basically, source code where autocompletion doesn't work:

```
bool App::Parse(const String& file_name) {
 using namespace conllu;

 FileMapping s;
 if (!s.Open(file_name))
  return false;
 if (!s.Map(0, static_cast<dword>(s.GetFileSize())))
  return false;

 arr.Clear();
 sent.Clear();
 conlluTree.Clear();

 sentv.Clear();
 Parser p(reinterpret_cast<const char*>(s.Begin()), reinterpret_cast<const char*>(s.End()), sentv);

 while (p.Sentence()) ;

 for (const drtree::Sentence& v: sentv)
  sent.Add(AsString(v.GetWordV().GetCount()), v.GetText());

 return true;
}
```

In case of "arr.", "sent.", "conlluTree.", e.t.c. autocompletion doesn't work.
In case of "s." and "p." it does.

The only reason LibClang is needed is "name resolution". It is much harder to develop a name resolution algorithm than to make a C++ parser itself. If name resolution doesn't work for some reason, then there is no reason to use LibClang. There are better solutions for parsing.