
Subject: Re: theide with libclang, first milestone finished

Posted by [Klugier](#) on Mon, 15 Aug 2022 16:44:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek,

Thanks for the update, I will play with llbm_ide branch.

Quote:Not everything is happy valley though, theide requires far more powerful HW than before. Reindexing consumes a lot of memory (around 6GB) - that is understandable considering we are running 32 C++ compilers in parallel to do it. Also autocomplete is sort of lazy in large projects as compared to my in-house parser, but that is the price to pay I guess...

As, I understand the number of C++ compiler jobs depends on HYDRA threads parameter. Could it be limited to one thread only if HYDRA threads are set to one? It would be good if TheIDE will still work on all these ARM devices that has single CPU. With only one thread running, the memory requirements should also be lower.

We have a lot of users from countries where there are difficulties to have access to modern hardware. In such cases TheIDE should work fine, even if indexing will take longer.

Scanning operation takes some time, it would be good to let user know that something is happening under the hood. We should avoid situation when user feels confusion. I think we can introduce following things:

- scanning progress is present in status bar (A lot of ide's are using this option...). Status bar is visible by default.
- CTRL+SPACE should indicate that the scanning is in progress and symbols are not ready yet. The information can be displayed in tooltip window.
- CTRL+SPACE should indicate that there are no symbols after scan (please back to my previous message). The same situation it can be displayed in tooltip window. This is exactly what I have presented in my previous message.

Klugier
