Subject: Re: theide with libclang
Posted by jjacksonRIAB on Tue, 20 Sep 2022 18:13:12 GMT
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OK looks like I had a bad repo. I rebuilt and I'm back in. I'm still having excessive memory usage though and another curious thing I noticed is that it reindexes the file I have open in the editor regardless of whether it's changed. If I click away to another app and back to theide it will reindex. It never frees memory, even if I switch to another package entirely.

I'm not getting the clang error in the console anymore though, so that appears to be fixed. I am, however, getting freezes if I cancel a build.