
Subject: Re: theide with libclang

Posted by [jjacksonRIAB](#) on Wed, 21 Sep 2022 20:09:15 GMT

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Thanks for doing this stuff Mirek. I was looking through the code trying to figure it out and learn about libclang ASTs but I simply don't know enough about TheIDE's internal operations (or libclang) to make heads or tails of it. I also swear I find you everywhere. :d

I came across you on Stack Overflow asking about libclang, then a couple of weeks ago I was reading some posts from Andrei Alexandrescu and I saw you in there too.

As for libclang one of the strange problems I had that shouldn't happen is that clang_parseTranslationUnit was returning a translation unit of 0 and as a consequence Dispose() was never getting called. I wasn't able to fix it because it mysteriously stopped happening and I don't know if it's anything I did. All I did was put in the hook for clang_parseTranslationUnit2 to see if it would give me a more meaningful error... but that turned out to be useless. It stopped happening even after I switched back.

The only other change I made was I hooked clang_defaultReparseOptions and passed that to clang_reparseTranslationUnit. Supposedly it provides some default options that improve performance, don't really know if it did... so I flailed around uselessly for a few hours. The other behavior I had and am still having is that it's not simply parsing and then calling reparse after the initial parse, it's calling both every time. Once I got into CurrentFileThread it got too deep into TheIDE internals to understand what was going on.