libclangd seems to have a problem with header files.
It expects a "}" at the end of the header file and it thinks the opening bracket is at a negative line number.
I see this with other header files too.
Upp Version 16497 on Windows 10 64 bit.

In "CurrentContext.cpp" there is no matching bracket for
namespace Upp {

File Attachments
1) ide.png, downloaded 655 times

cubes - TheIDE - C:\upp\uppsrc\Core\String.h UTF-8 LF { UppMyApps }

File  Edit  Macro  Project  Build  Debug  Assist  Setup  Help

cubes.cpp  ×   String.h  ×   Format.cpp  ×   Stream.h  ×   Stream.cpp  ×   Sep

```
37          typedef typename B::Buffer buffer;
38          typedef typename B::String String;
39
40      public:
41          void Clear()
42          int  GetLength() const
```

```
979  □ WString FilterWhile(const wchar *s, int (*filter)(
980
981     #include "AString.hpp"
982
```

String.h 980: error: expected '}'
String.h -41: to match this '{'

```
C:\UppMyApps\cubes\cubes.cpp reparsed output processed in 2079 ms
Master source C:\upp\uppsrc\Core\String.h -> C:\upp\uppsrc\Core\C
C:\upp\uppsrc\Core\AString.hpp blocks BLITZ of C:\upp\uppsrc\Core
C:\upp\uppsrc\Core\Cpu.cpp parsed in 1531 ms
C:\upp\uppsrc\Core\Cpu.cpp parser output processed in 109 ms
ref_id: Upp::String0::SetSmall(const Upp::String0&)
Context: Upp::AString::GetLength()const
Found Global: C:\upp\uppsrc\Core\String.h
Master source C:\upp\uppsrc\Core\Stream.h -> C:\upp\uppsrc\Core\C
C:\upp\uppsrc\Core\Stream.h BLITZ approved
C:\upp\uppsrc\Core\Cpu.cpp parsed in 1375 ms
C:\upp\uppsrc\Core\Cpu.cpp parser output processed in 110 ms
Master source C:\upp\uppsrc\Core\String.h -> C:\upp\uppsrc\Core\C
C:\upp\uppsrc\Core\AString.hpp blocks BLITZ of C:\upp\uppsrc\Core
C:\upp\uppsrc\Core\Cpu.cpp parsed in 1312 ms
C:\upp\uppsrc\Core\Cpu.cpp parser output processed in 110 ms
C:\upp\uppsrc\Core\Cpu.cpp reparsed in 1015 ms
```