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Subject: Re: 2022.3rc5

Posted by [mirek](#) on Wed, 08 Feb 2023 19:01:08 GMT

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Oblivion wrote on Wed, 08 February 2023 17:55Hello Mirek,  
However, the same code applied to TheIDE's Clang::Parse() method, with hard coded paths as is above,  
clang\_parseTranslationUnit() still fails to return a translation unit every single time.

Just idea: Try to put it at the start of theide's GUI\_APP\_MAIN. If it works there, it must be something between that point and Clang::Parse. If not, it some linking or global constructor problem (or something like that).

Mirek

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