Subject: Compile time hash macro
Posted by Xemuth on Tue, 23 Feb 2021 16:55:59 GMT
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Hello U++ !

Is there a way in U++ to do hashing of String during compilation ?

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 Cout() << GetHashValue ("Hello") << EOL; //Runtime hashing
 Cout() << HASH64("Hello") << EOL; //Compile time hashing
 //Both value printed should be identique
}
```

Subject: Re: Compile time hash macro
Posted by Novo on Tue, 23 Feb 2021 17:07:35 GMT
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Not right now. But you can try to reimplement function hash_t memhash(const void *ptr, size_t count) as constexpr.
If you do that it will be possible to call it at compile time.

Subject: Re: Compile time hash macro
Posted by Xemuth on Tue, 23 Feb 2021 17:08:42 GMT
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Thanks, I will look to implement this

Subject: Re: Compile time hash macro
Posted by mirek on Wed, 03 Mar 2021 09:06:48 GMT
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Novo wrote on Tue, 23 February 2021 18:07Not right now. But you can try to reimplement function hash_t memhash(const void *ptr, size_t count) as constexpr.
If you do that it will be possible to call it at compile time.

NOTE: String is not using (only) memhash, so the value would not be the same.