
Subject: Compile time hash macro
Posted by [Xemuth](#) on Tue, 23 Feb 2021 16:55:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Tue, 23 February 2021 18:07: 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.

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

Mirek
