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Subject: clangd

Posted by [mirek](#) on Thu, 16 Sep 2021 06:49:19 GMT

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Moving the discussion from github. This was said:

Quote:

I use clangd (actually, ccls language server) with U++ for several years.

I use it from vim. This works very well for me.

Opening of a project takes about 10-15 sec on a 8 core (16 threads) CPU.

Navigation is much better than in TheIDE.

Language server spends ~1-2 sec. recompiling a file on each save operation.

I'd recommend to take a look at tree-sitter, which is an incremental parsing library.

Both, language server and tree-sitter are built into a new version of vim called neovim, which I recommend to use as a reference example.

We can also move this discussion to a U++ forum.

WRT speed, I am more concerned about what happens when I change some Core header...

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Subject: Re: clangd

Posted by [Novo](#) on Thu, 16 Sep 2021 16:42:11 GMT

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When I open a project and Core was changed, it takes ~70 sec. to reindex a project (~16 min. of total CPU time).

When there is nothing to reindex, then opening (checking and loading of indexes) a project takes ~10 sec.

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Subject: Re: clangd

Posted by [Novo](#) on Thu, 16 Sep 2021 17:02:30 GMT

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Links:

ccls - C/C++/ObjC language server supporting cross references, hierarchies, completion and semantic highlighting

Tree-sitter is a parser generator tool and an incremental parsing library. It can build a concrete syntax tree for a source file and efficiently update the syntax tree as the source file is edited.

NeoVim.

NeoVim plugins:

Navigator - Navigate codes like a breeze. Exploring LSP and Tree-sitter symbols a piece of cake.

completion-nvim - A async completion framework aims to provide completion to neovim's built in LSP written in Lua.

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Subject: Re: clangd

Posted by [mirek](#) on Thu, 16 Sep 2021 21:43:05 GMT

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Novo wrote on Thu, 16 September 2021 18:42 When I open a project and Core was changed, it takes ~70 sec. to reindex a project (~16 min. of total CPU time).  
When there is nothing to reindex, then opening (checking and loading of indexes) a project takes ~10 sec.

How big is project? (Is CtrlLib in?)

Mirek

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Subject: Re: clangd

Posted by [Novo](#) on Thu, 16 Sep 2021 22:06:19 GMT

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mirek wrote on Thu, 16 September 2021 17:43 Novo wrote on Thu, 16 September 2021 18:42 When I open a project and Core was changed, it takes ~70 sec. to reindex a project (~16 min. of total CPU time).  
When there is nothing to reindex, then opening (checking and loading of indexes) a project takes ~10 sec.

How big is project? (Is CtrlLib in?)

Mirek

I'd say it is tiny

It took me a couple of hours to make it.

And yes, CtrlLib is included.

I've been talking about this project.

---

Subject: Re: clangd

Posted by [Novo](#) on Thu, 16 Sep 2021 22:19:19 GMT

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I checked performance on a non-gui app.  
Completely reindex: 5 min. of total CPU time.  
Load an already indexed project: 1:30 min. of total CPU time.  
This is acceptable on a 8-core (16 threads) cpu.  
Basically, this is speed of compilation.

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Subject: Re: clangd

Posted by [Novo](#) on Thu, 16 Sep 2021 22:20:59 GMT

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Well, this non-gui app uses a lot of complicated templates.  
So, compilation speed can be slow.

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Subject: Re: clangd  
Posted by [Novo](#) on Thu, 16 Sep 2021 22:25:33 GMT  
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The project itself opens up immediately. Language Server loads info in background asynchronously.  
Navigation is disabled till LS finishes its job.

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Subject: Re: clangd  
Posted by [Novo](#) on Fri, 17 Sep 2021 14:15:52 GMT  
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You can check performance by yourself.

clangd:

--compile-commands-dir=<string> - Specify a path to look for compile\_commands.json. If path is invalid, clangd will look in the current directory and parent paths of each source file

ccls:

--index=<root> - standalone mode: index a project and exit

Do not forget to run "umk -j" to create a compile\_commands.json file.

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Subject: Re: clangd  
Posted by [mirek](#) on Fri, 17 Sep 2021 16:49:43 GMT  
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Novo wrote on Fri, 17 September 2021 16:15 You can check performance by yourself.

clangd:

--compile-commands-dir=<string> - Specify a path to look for compile\_commands.json. If path is invalid, clangd will look in the current directory and parent paths of each source file

ccls:

--index=<root> - standalone mode: index a project and exit

Do not forget to run "umk -j" to create a compile\_commands.json file.

Could you do that for theide?

BTW, that could mean that BLITZ could still work in that context, right?

Mirek

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Subject: Re: clangd  
Posted by [Novo](#) on Fri, 17 Sep 2021 19:09:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Fri, 17 September 2021 12:49  
Could you do that for theide?

I do not really understand what you mean by that.

Quote:

BTW, that could mean that BLITZ could still work in that context, right?

Mirek

Correct. Everything that can be compiled with Clang can work in this context.

Just instead of real compilation you need to log Clang commands into a compile\_commands.json file.

Current implementation of a "-j" option is not using BLITZ. Most likely, I did that because I couldn't figure out how to do that in umk, and after initial version begun to work I switched to another "let's make it work" project.

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Subject: Re: clangd  
Posted by [mirek](#) on Fri, 17 Sep 2021 20:52:03 GMT  
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Novo wrote on Fri, 17 September 2021 21:09mirek wrote on Fri, 17 September 2021 12:49  
Could you do that for theide?

I do not really understand what you mean by that.

Can you test how long it takes to process theide project (complete, like after Core change)?

Mirek

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Subject: Re: clangd  
Posted by [Novo](#) on Fri, 17 Sep 2021 21:55:27 GMT  
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---

mirek wrote on Fri, 17 September 2021 16:52Novo wrote on Fri, 17 September 2021 21:09mirek wrote on Fri, 17 September 2021 12:49  
Could you do that for theide?

I do not really understand what you mean by that.

Can you test how long it takes to process theide project (complete, like after Core change)?

---

Mirek

I'll try. Time should be similar to compilation in Debug configuration (optimization is disabled).

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Subject: Re: clangd

Posted by [Novo](#) on Fri, 17 Sep 2021 22:17:43 GMT

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---

ccls: 34:30 of total CPU time. Not very fast

Memory usage up to 2.7 GB.

It is a heavy tool.

---

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Subject: Re: clangd

Posted by [Novo](#) on Fri, 17 Sep 2021 22:20:05 GMT

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---

Well, parallelization was almost 100%.

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Subject: Re: clangd

Posted by [mirek](#) on Fri, 17 Sep 2021 22:31:11 GMT

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---

Novo wrote on Sat, 18 September 2021 00:17: ccls: 34:30 of total CPU time. Not very fast

Memory usage up to 2.7 GB.

It is a heavy tool.

Needs BLITZ...

---

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Subject: Re: clangd

Posted by [Novo](#) on Fri, 17 Sep 2021 22:43:00 GMT

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Clang-based indexers are good when you do not have anything else, but they are very slow and memory-hungry.

Theoretically, they should have an ideal quality, but I often have problems with them, starting with inability to compile code from time to time (actually, quite often).

In case, when Clang fails, I just use regular search in project's folders.

But when it works, it is pretty good

A trick is not to save a file very often to prevent reindexing ...

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Subject: Re: clangd  
Posted by [Novo](#) on Sat, 18 Sep 2021 11:46:13 GMT  
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mirek wrote on Fri, 17 September 2021 18:31  
Needs BLITZ...  
A catch: you have to add all used h-files to compile\_commands.json explicitly.

---

Subject: Re: clangd  
Posted by [mirek](#) on Thu, 30 Sep 2021 06:18:55 GMT  
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Novo wrote on Sat, 18 September 2021 13:46mirek wrote on Fri, 17 September 2021 18:31  
Needs BLITZ...  
A catch: you have to add all used h-files to compile\_commands.json explicitly.

If you send me compile\_commands with h-files, I can fix that I think (I mean, add them during compile\_commands generation).

Mirek

---

Subject: Re: clangd  
Posted by [mirek](#) on Thu, 30 Sep 2021 10:57:03 GMT  
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---

After thinking about it for a while, I decided that I am not going to add clangd to TheIDE \_myself\_:

- it is quite a lot of work
- it does not meet my requirements for speed
- most importantly, I believe that people that want this would actually be even happier with Visual Studio Code (or some other "normal" IDE/editor). To integrate U++ with it seems to be much less work that to add clangd to TheIDE.
- U++ semiheuristic parser is work in progress, but it is MUCH faster than "real compiler" and the current architecture is fine in regards of what it can achieve. I believe that adding missing features to it is in the end less work that to integrate clangd. And much more fun too

That said, if somebody wants to have a try at this, I will be more that happy to watch the progress!

Mirek

---

Subject: Re: clangd  
Posted by [Novo](#) on Mon, 04 Oct 2021 19:58:26 GMT  
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mirek wrote on Thu, 30 September 2021 02:18  
Novo wrote on Sat, 18 September 2021 13:46  
mirek wrote on Fri, 17 September 2021 18:31  
Needs BLITZ...

A catch: you have to add all used h-files to compile\_commands.json explicitly.

If you send me compile\_commands with h-files, I can fix that I think (I mean, add them during compile\_commands generation).

Mirek

You can easily generate them by yourself. For example for umk:  
umk uppsrc umk CLANG -j

In case this doesn't work for you I've attached one generated on my machine.

## File Attachments

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1) [compile\\_commands.json.gz](#), downloaded 219 times

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Subject: Re: clangd

Posted by [mirek](#) on Mon, 04 Oct 2021 21:18:08 GMT

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Novo wrote on Mon, 04 October 2021 21:58  
mirek wrote on Thu, 30 September 2021 02:18  
Novo wrote on Sat, 18 September 2021 13:46  
mirek wrote on Fri, 17 September 2021 18:31  
Needs BLITZ...

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umk uppsrc umk CLANG -j

In case this doesn't work for you I've attached one generated on my machine.

Then I do not understand "have to add explicitly"...

Mirek

---

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Subject: Re: clangd

Posted by [Novo](#) on Mon, 04 Oct 2021 21:39:18 GMT

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mirek wrote on Mon, 04 October 2021 17:18  
Novo wrote on Mon, 04 October 2021 21:58  
mirek wrote on Thu, 30 September 2021 02:18  
Novo wrote on Sat, 18 September 2021 13:46  
mirek

wrote on Fri, 17 September 2021 18:31

Needs BLITZ...

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Then I do not understand "have to add explicitly"...

Mirek

When you compile a cpp-project, you compile only cpp/c files. h-files are compiled implicitly via #include directive.

In case of compile\_commands.json you need to add them to compile\_commands explicitly.

Basically, you need to "compile" h-files as well.

---

---

Subject: Re: clangd

Posted by [mirek](#) on Mon, 04 Oct 2021 22:18:49 GMT

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Novo wrote on Mon, 04 October 2021 23:39mirek wrote on Mon, 04 October 2021 17:18Novo wrote on Mon, 04 October 2021 21:58mirek wrote on Thu, 30 September 2021 02:18Novo wrote on Sat, 18 September 2021 13:46mirek wrote on Fri, 17 September 2021 18:31

Needs BLITZ...

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When you compile a cpp-project, you compile only cpp/c files. h-files are compiled implicitly via #include directive.

In case of compile\_commands.json you need to add them to compile\_commands explicitly.

Basically, you need to "compile" h-files as well.

---

So I cannot generate them by umk only, right? I was wondering what you needed to add to make it work...

Mirek

---

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Subject: Re: clangd  
Posted by [Novo](#) on Tue, 05 Oct 2021 04:24:16 GMT  
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---

Sorry, I do not get your question.  
My version of compile\_commands.json works. It is not optimal because it doesn't use BLITZ.  
Otherwise it is fine. Everything works.

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Subject: Re: clangd  
Posted by [mirek](#) on Tue, 05 Oct 2021 07:09:33 GMT  
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---

Novo wrote on Tue, 05 October 2021 06:24 Sorry, I do not get your question.

Is the file you have sent me exactly the same as produced by umk or did you need to edit it to add header files to it?

Mirek

---

---

Subject: Re: clangd  
Posted by [Novo](#) on Tue, 05 Oct 2021 15:21:11 GMT  
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---

mirek wrote on Tue, 05 October 2021 03:09 Novo wrote on Tue, 05 October 2021 06:24 Sorry, I do not get your question.

Is the file you have sent me exactly the same as produced by umk or did you need to edit it to add header files to it?

Mirek  
Attached file is 100% automatically generated. I didn't alter it.

---

---

Subject: Re: clangd  
Posted by [mirek](#) on Tue, 05 Oct 2021 15:54:43 GMT  
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Novo wrote on Tue, 05 October 2021 17:21 mirek wrote on Tue, 05 October 2021 03:09 Novo wrote on Tue, 05 October 2021 06:24 Sorry, I do not get your question.

Is the file you have sent me exactly the same as produced by umk or did you need to edit it to add header files to it?

Mirek

Attached file is 100% automatically generated. I didn't alter it.

it looks like some kind of really weird misunderstanding...

---

Subject: Re: clangd

Posted by [mirek](#) on Mon, 16 May 2022 08:38:53 GMT

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mirek wrote on Thu, 30 September 2021 12:57 After thinking about it for a while, I decided that I am not going to add clangd to TheIDE \_myself\_:

- it is quite a lot of work
- it does not meet my requirements for speed
- most importantly, I believe that people that want this would actually be even happier with Visual Studio Code (or some other "normal" IDE/editor). To integrate U++ with it seems to be much less work that to add clangd to TheIDE.
- U++ semiheuristic parser is work in progress, but it is MUCH faster than "real compiler" and the current architecture is fine in regards of what it can achieve. I believe that adding missing features to it is in the end less work that to integrate clangd. And much more fun too

That said, if somebody wants to have a try at this, I will be more that happy to watch the progress!

Mirek

OK, I am reconsidering and willing to give clang a try. However, not clangd - clang ast seems pretty reasonable and I think I can do better using blitz and stuff for performance.

That said, if I run clang for anything nontrivial with dump-ast (that dumps ast in human readable form), it takes 20s to generate 400MB file. Meanwhile, emit-ast is fast and creates 40MB of binary file. Has anybody any experience in parsing this binary data or willing to give it a try?

The ideal solution should at max use what is already in win32 release (- I mean, it is ok to use any .dll from clang). I believe libclang-cpp.dll in fact contains whole clang api, so that should be doable.

Mirek

---

Subject: Re: clangd

Posted by [shawnx](#) on Sun, 27 Nov 2022 17:48:05 GMT

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---

would be great if I can do u++ under vscode somehow, or with vim+clangd, are there some tutorials?

I use bear to generate compile\_commands.json then launch vim, seems both clangd and vim are working.

my questions, how can I convert upp to the standard Makefiles? I prefer a standard approach to umks32, do I need convert upp files to Makefile? how should I do that.

---

Subject: Re: clangd

Posted by [Novo](#) on Sun, 27 Nov 2022 21:30:38 GMT

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---

shawnx wrote on Sun, 27 November 2022 12:48I use bear to generate compile\_commands.json then launch vim, seems both clangd and vim are working.

There is no need to use bear with U++. umk has an option "-j" to do that.

Example: "umk MyApp {dirname} CLANG -j"

shawnx wrote on Sun, 27 November 2022 12:48would be great if I can do u++ under vscode somehow, or with vim+clangd, are there some tutorials?

vim+clangd/ccls.

Redefine "make" as "umk MyApp {dirname} CLANG -bsu", so regular ":make" will use umk.  
nnoremap <silent> <F7> :make<CR>

You could take a look at tpope/vim-projectionist which allows moving of all configuration settings out of vimrc and creation of per project configurations.

ccls seems to work better than clangd.

Attached image shows my vim session.

## File Attachments

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1) [Screen Shot 2022-11-27 at 4.24.40 PM.png](#), downloaded 245 times



Subject: Re: clangd

Posted by [shawnx](#) on Sun, 27 Nov 2022 21:43:44 GMT

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---

very useful, trying now. I'm excited to learn U++ today.

I have been searching high and low for c++ GUI(Qt, wxwidgets,sciter), somehow U++ was never on the radar, it deserves way more attention. Please brand it as a "BSD version alternative to Qt", it will sell broadly.

---

Subject: Re: clangd

Posted by [Novo](#) on Sun, 27 Nov 2022 21:59:42 GMT

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I'm glad you like it.

Below is a list of vim plugins I use with language server.

```
Pack 'm-pilia/vim-ccls', {'type': 'opt'}
```

```
" LSC
```

```
Pack 'natebosch/vim-lsc', {'type': 'opt'}
```

```
" LSP
```

```
Pack 'prabirshrestha/asyncomplete.vim', {'type': 'opt'}
```

```
Pack 'prabirshrestha/vim-lsp', {'type': 'opt'}
```

```
Pack 'jackguo380/vim-lsp-cxx-highlight', {'type': 'opt'}
```

I use LSC at this time although I have configuration settings for both of them.

Interesting reading: LSP in Vim with the LSC Plugin

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Subject: Re: clangd

Posted by [mirek](#) on Mon, 28 Nov 2022 15:35:50 GMT

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---

shawnx wrote on Sun, 27 November 2022 18:48 would be great if I can do u++ under vscode somehow, or with vim+clangd, are there some tutorials?

I use bear to generate compile\_commands.json then launch vim, seems both clangd and vim are working.

my questions, how can I convert up to the standard Makefiles? I prefer a standard approach to umks32, do I need convert up files to Makefile? how should I do that.

You can also work from vim with umk directly. Use theide as editor just for layouts / images...

---

That said, if clangd quality of C++ analysis is what you are missing in theide, we are just closing half-year development cycle that replaces our home-grown parser with libclang.

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Subject: Re: clangd  
Posted by [shawnx](#) on Mon, 28 Nov 2022 15:47:51 GMT  
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---

That sounds cool, when will it be available?  
libclang is not c++20 complete though, for c++17 it shall work really well.

---

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Subject: Re: clangd  
Posted by [Klugier](#) on Mon, 28 Nov 2022 15:54:15 GMT  
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Hello shawnx,

We plan to release next version of TheIDE in near future. I can not exactly tell when it will be, but you can test new assist by downloading nightly builds from this site. Just select the newest possible version of your platform of choice.

It works well with C++17 and C++20 is also supported. You can specify version of the parser in Settings -> Assist menu in "libclang additional compiler options" by adding "-std=x" parameter.

Klugier

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Subject: Re: clangd  
Posted by [mirek](#) on Mon, 28 Nov 2022 16:48:39 GMT  
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---

shawnx wrote on Sun, 27 November 2022 22:43Please brand it as a "BSD version alternative to Qt", it will sell broadly.

Except it is not exactly. It is completely different approach to the problem....

Qt is for people that have to do GUI in C++.

U++ is for fools that want to do GUI in C++.

---

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Subject: Re: clangd  
Posted by [mirek](#) on Mon, 28 Nov 2022 16:53:32 GMT

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shawnx wrote on Mon, 28 November 2022 16:47 That sounds cool, when will it be available?

The plan is to enter "beta" stage at 2022/1/1 and hopefully call it a release by the end of year.

Usually the process is "take nightly build and call it rc[n]". When serious bugs are reported, fix and call it rc[n + 1]. Once nobody complains about it, delete rc bit from the name

Current nightly is good enough for serious development work.

Mirek

---

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Subject: Re: clangd

Posted by [Novo](#) on Tue, 13 Dec 2022 00:26:05 GMT

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---

shawnx wrote on Sun, 27 November 2022 12:48 would be great if I can do u++ under vscode somehow, or with vim+clangd, are there some tutorials?

I forgot to mention that you need to create a file `~/.vim/compiler/umk.vim` which should contain text below.

```
source $VIMRUNTIME/compiler/gcc.vim
```

---