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Subject: Assist++ : Parse error

Posted by [Silvan](#) on Wed, 08 Feb 2023 08:33:39 GMT

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After upgrading from 16270 to 16693 theide shows errors in the code but compile and run regularly.

On another Pc the upgrade gives no problem.

Any idea? Thank you

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**File Attachments**

1) [theide\\_Xf2fqjd97h.png](#), downloaded 195 times

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Wed, 08 Feb 2023 09:50:05 GMT

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It seems the parser do not find the header file.

I don't know how it is possible since the configuration is standard...

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Subject: Re: Assist++ : Parse error

Posted by [zsolt](#) on Wed, 08 Feb 2023 15:22:12 GMT

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Check the CLANG build method. Assist gets the options from that.

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Wed, 08 Feb 2023 16:10:22 GMT

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This is captured in theide just installed, and that is the Button example.

As you can see the Draw package is underlined in red and below are underlined in red: iml.h, iml\_header.h, iml\_source.h.

But that is just installed and in another PC it is ok ..... :(

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**File Attachments**

1) [theide\\_YIkDp6axYv.png](#), downloaded 189 times

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Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Wed, 08 Feb 2023 16:13:39 GMT  
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Done. The path, include and lib are that from the original installation on both machine and are correct.

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Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Thu, 09 Feb 2023 07:57:23 GMT  
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Well I did another test.  
I picked up the 16705 archive unpacked in c:\ on my pc (where there is the problem) and in a virtual machine running same os (win10).  
On my PC the parser on the button examples (but also in all other program) gives a lot of syntax error (but build correctly),  
on the virtual machine theide works as expected.  
I did a binary compare of the c:\upp directory on both my and the virtual machine and that are identical.  
So I guess the problem is theide and the problem is located in some information stored on my pc and used by theide outside the upp directory.  
I ask please if one of the developers could give some inside. Thank you

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Subject: Re: Assist++ : Parse error  
Posted by [mirek](#) on Fri, 10 Feb 2023 07:51:56 GMT  
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Silvan wrote on Wed, 08 February 2023 09:33After upgrading from 16270 to 16693 theide shows errors in the code but compile and run regularly.  
On another Pc the upgrade gives no problem.  
Any idea? Thank you

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Are you using CLANG method to build?

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Subject: Re: Assist++ : Parse error  
Posted by [mirek](#) on Fri, 10 Feb 2023 07:54:21 GMT  
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Silvan wrote on Thu, 09 February 2023 08:57Well I did another test.

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I picked up the 16705 archive unpacked in c:\ on my pc (where there is the problem) and in a virtual machine running same os (win10).  
On my PC the parser on the button examples (but also in all other program) gives a lot of syntax error (but build correctly),  
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I did a binary compare of the c:\upp directory on both my and the virtual machine and that are identical.  
So I guess the problem is theide and the problem is located in some information stored on my pc and used by theide outside the upp directory.  
I ask please if one of the developers could give some inside. Thank you

You can also try to unpack U++ to some other folder on the same machine that has problems (theide does not write anything outside its folder) (like c:/upp2). If the problem persist, there is probably some problem in Win10 environment variables. If not, we can continue digging.

Mirek

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**Subject: Re: Assist++ : Parse error**  
Posted by [Silvan](#) on Fri, 10 Feb 2023 09:26:05 GMT  
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Thank you Mirek.

Yes I use Clang method and yes I test it also in different folder, same problem.  
I also copied the folder from the VM (works) in the PC and don't works and viceversa from the PC (don't works) to the VM where it works.  
Which variable should I check?

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**Subject: Re: Assist++ : Parse error**  
Posted by [mirek](#) on Fri, 10 Feb 2023 09:29:57 GMT  
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Silvan wrote on Fri, 10 February 2023 10:26 Thank you Mirek.

Yes I use Clang method and yes I test it also in different folder, same problem.  
I also copied the folder from the VM (works) in the PC and don't works and viceversa from the PC (don't works) to the VM where it works.  
Which variable should I check?

For starters, all of them? :)

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Fri, 10 Feb 2023 12:14:51 GMT

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I used this tool <https://www.rapidee.com/en/about> to check for some difference in System Variable or User Variable.... but there are none.

I also played with regional and language setting with no result.

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Thu, 16 Feb 2023 20:22:23 GMT

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I found that my win installation has some problem with languages, I reinstall windows and theide parser works fine.

Meanwhile I find also that theide needs vc 14 runtime dll to work... !!!

Bye

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Fri, 17 Mar 2023 21:53:13 GMT

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After some tries I find out that there is some incompatibility between clang and visual studio.

In fact the problem arises only in machine where it is installed VC++.

It seems a known problem: <https://developercommunity.visualstudio.com/t/intellisense-and-highlighting-are-not-working-with/1284489>

But I don't find the solution for theide.

I suppose there is no interest for this particolar issue....

Thanks for reading

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Fri, 17 Mar 2023 21:59:36 GMT

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That seems a very similar problem but in MacOs:

<https://superuser.com/questions/1743350/visual-studio-code-intellisense-stopped-finding-core-c-includes-in-macos>

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Subject: Re: Assist++ : Parse error

Posted by [Silvan](#) on Wed, 26 Apr 2023 19:33:49 GMT

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Well to close this thread that is the situation:

With the introduction in Upp of the clang parser on windows system I record this behaviour:

- 1) U++ alone: parser ok;
- 2) U++ in a sistem with MS Visual Studio 2008-2017: parser ko;
- 3) U++ in a sistem with MS Visual Studio 2019 or 2022: parser ok;
- 4) U++ in a sistem with multiple version of MS Visual Studio installed if one of them is ver 2019 or ver 2022: ok else ko.

That's all.

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