
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

File Attachments

1) [theide_xf2fqjd97h.png](#), downloaded 195 times

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...

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.

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 :(

File Attachments

1) [theide_YIkDp6axYv.png](#), downloaded 189 times

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.

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

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

Are you using CLANG method to build?

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.

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

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

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?

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? :)

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.

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

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 particular issue....

Thanks for reading

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>

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 behaviur:

- 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.
