
Subject: Re: [PROPOSAL] CppCheck support
Posted by [Oblivion](#) on Wed, 23 Apr 2025 17:43:46 GMT
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Hi,

Long time no announcement.

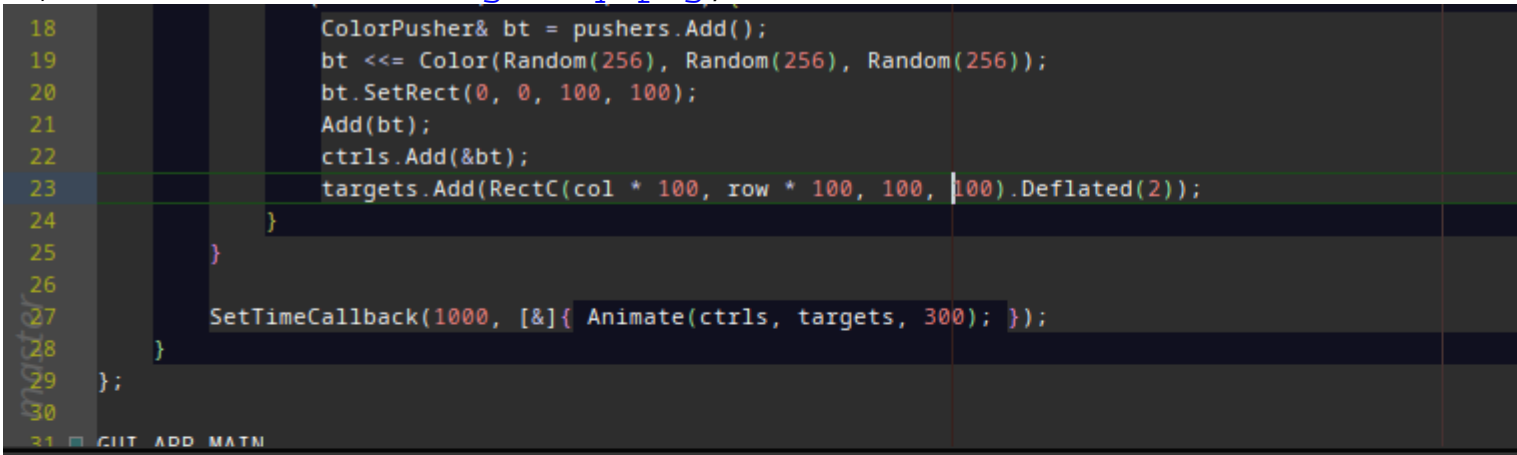
But thanks to exposed commands.json file support in theIDE, I have finally implemented Linter::clang-tidy support

I haven't pushed the changes to github yet as it needs more testing before being published, but here's a screenshot of what's to come:

Best regards,
Oblivion

File Attachments

1) [theide-linter-clang-tidy.png](#), downloaded 447 times



```
18     ColorPusher& bt = pushers.Add();
19     bt <<= Color(Random(256), Random(256), Random(256));
20     bt.SetRect(0, 0, 100, 100);
21     Add(bt);
22     ctrls.Add(&bt);
23     targets.Add(RectC(col * 100, row * 100, 100, 100).Deflated(2));
24 }
25 }
26
27     SetTimeCallback(1000, [&]{ Animate(ctrls, targets, 300); });
28 }
29 };
30
31 # GIT APP MAIN
```

File	Line	Message
AnimateCtrlGeometry/main.cpp	19	▲ 'Random' must resolve to a function declared within the namespace
AnimateCtrlGeometry/main.cpp	19	▲ 256 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	20	▲ 100 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	20	▲ 100 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	23	▲ 'RectC' must resolve to a function declared within the namespace
AnimateCtrlGeometry/main.cpp	23	▲ no header providing "Upp::RectC" is directly included [miscellaneous]
AnimateCtrlGeometry/main.cpp	23	▲ 100 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	23	▲ 100 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	23	▲ 100 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	23	▲ 100 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	27	▲ calling a function that uses a default argument is disallowed
AnimateCtrlGeometry/main.cpp	27	▲ 1000 is a magic number; consider replacing it with a named constant
AnimateCtrlGeometry/main.cpp	27	▲ Animate must resolve to a function declared within the namespace