
Subject: Re: [PROPOSAL] CppCheck support
Posted by [deep](#) on Sat, 19 Jul 2025 11:43:00 GMT
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Hi

I updated my local git to merge CPP check with nightly build with following changes

Lintor.cpp file patch

```
diff -U 3 /WC_Linter/uppsrc/ide/Linter/Linter.cpp /upp_lint/uppsrc/ide/Linter/Linter.cpp
--- /WC_Linter/uppsrc/ide/Linter/Linter.cpp Fri Jul 18 19:18:37 2025
+++ /upp_lint/uppsrc/ide/Linter/Linter.cpp Sat Jul 19 16:45:54 2025
@@ -74,7 +74,7 @@
```

```
String Linter::GetPackagePath() const
{
- return TheIde()->GetActivePackagePath();
+ return TheIde()->GetActivePackageDir();
}

void Linter::CheckFile()
@@ -89,7 +89,8 @@
{
  if(!Exists())
    return;
- Vector<String> paths = { GetFileFolder(GetPackagePath()) };
+ Vector<String> paths = { GetPackagePath() };
  DoCheck(Scope::Package, paths);
}

@@ -100,7 +101,8 @@
  Vector<String> paths;
  const Workspace& wspc = GetIdeWorkspace();
  for(int i = 0; i < wspc.GetCount(); i++)
- paths.Add() = GetFileFolder(PackagePath(wspc[i]));
+ paths.Add() = PackageDirectory(wspc[i]);
  DoCheck(Scope::Project, paths);
}
```

And applied changes manually to following files.
Lines to be inserted marked ++

```
/ide/idebar.cpp file
#ifdef PLATFORM_POSIX
  if(IsValgrind())
```

```
    menu.Add(b, AK_VALGRIND, THISBACK(Valgrind))
    .Help("Build application & run in valgring");
#endif
```

```
    menu.Separator();
++ #ifdef flagLINTER // Experimental static analyzer tools support.
++ Linter::StdMenu(menu);
++ #endif
}
}
```

```
/ide/ide.upp file
Report,
Core/SSL,
plugin/md,
ide/clang,
++ ide/Linter;
```

```
/ide/ide.h file
#include <TextDiffCtrl/TextDiffCtrl.h>
#include <ide/Designers/Designers.h>
#include <ide/Android/Android.h>
#include <plugin/md/Markdown.h>
```

```
++ #ifdef flagLINTER
++ #include <ide/Linter/Linter.h>
++ #endif
```

```
#include "About.h"
#include "MethodsCtrls.h"
```

```
#define LAYOUTFILE <ide/ide.lay>
#include <CtrlCore/lay.h>
```

Use flags for compilation GUI LINTER
