

Roadmap for CLion 2018.3

- C++ Support:
 - ★ Clangd-based language engine requires some polishing of the current code, fixes on Windows, and several general pain-points. We'll also consider moving other code insight features (at least some local ones) to this language engine, one by one.
 - ★ Bug fixing in the current language engine. Better C++17 knowledge will likely be also added to CLion's own engine.
- IDE performance:
 - ★ We'll continue our incremental job of fixing UI freezes and improving performance across the board.
- Remote development:
 - ★ The first prototype is under development and we really hope to include it in v2018.3. The target system will likely be limited to Linux.
- Project Models:
 - ★ Improve compilation database integration in CLion.
 - ~~Add an ability to build/run projects from compilation database through user-defined commands.~~
 - ★ Investigate other project models and continue our work on project model API in CLion.
- Formatter:
 - ~~Integrate clang-format as a separate tool for explicit code reformatting.~~
 - ~~Consider importing formatting settings from the clang-format files.~~
- Debugger:
 - ~~Improve current hex view solution.~~
 - ~~Memory view.~~
 - ~~LLDB disasm.~~