

# Setting indexing preferences;↵Setting indexing preferences

- 1 Choose [Info arrow.eps](#) ↵ [Preferences](#).
- 2 In the Preferences panel, choose [Indexing](#) from the pop-up list.
- 3 Select or deselect the preferences you want.

For you to take full advantage of Project Builder, the source code must be indexed. When a project is indexed, Project Builder keeps track of each symbol in the project, what that symbol defines (such as a class or a function), where it is declared, and where it is used. The Indexing Preferences panel allows you to control when and how a project is indexed.

[IndexingPreferences.eps](#) ↵

By default, <sup>a</sup>Index when project is opened<sup>o</sup> and <sup>a</sup>Invalidate when quitting<sup>o</sup> are selected. These preferences cause Project Builder to create a new index in memory each time it is opened and to delete the index when you quit the application. (This ensures that the index is updated at least when you quit Project Builder.) If you deselect <sup>a</sup>Invalidate when quitting,<sup>o</sup> the project index will persist until you reboot.

Indexing requires overhead. To improve performance, you can turn indexing off; however if you do this, many useful features, such as project-wide name completion and language-based searching, aren't available. Another option is to have the indexing process run on another computer on your network. To do this, enter that computer's host name in Host field of the Indexing Preferences panel.

**Tip:** If the project indexes incorrectly, make sure that you have set the information in the Project Attributes and Build Attributes inspectors. Use the same host to index the project as you use to build the project.

[MainWindow2.eps](#) ↵

[Chapter€9, Building](#), describes the Build Attributes inspector and how to build the project on another host.

;../../04\_BuildingDebugging/09\_Building/Building.rtf;↵

**Related Concept:** ;CreatingManagingConcepts.rtf;linkMarkername TheProjectServer;, The Project Server