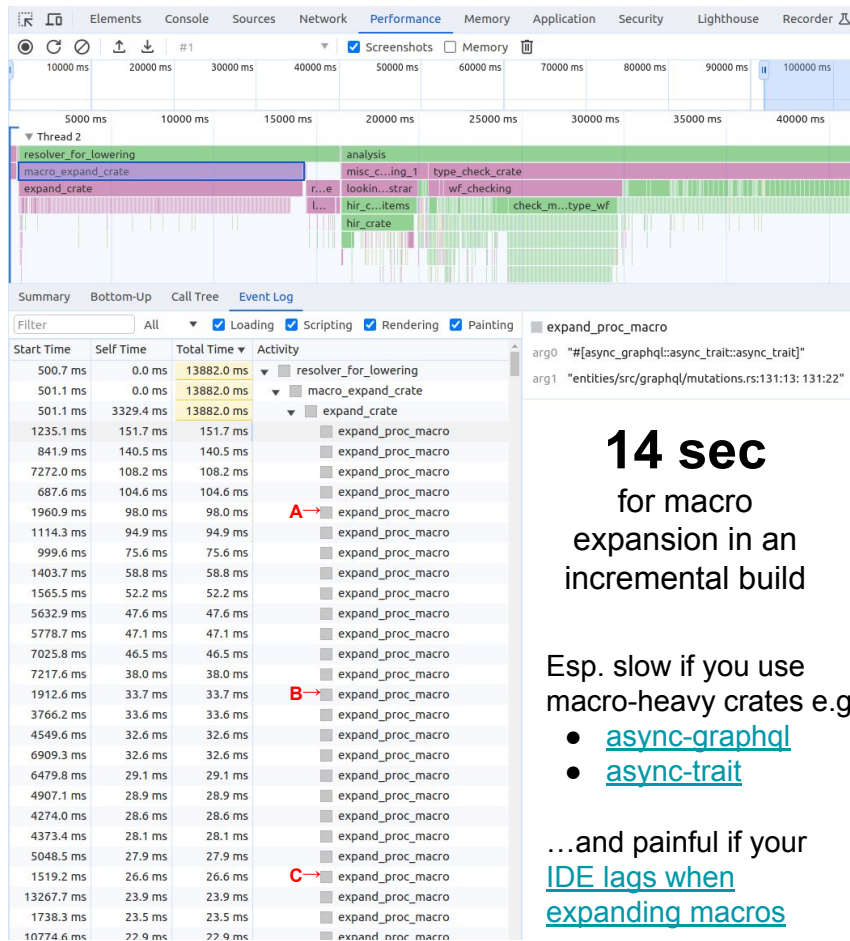


# Original Rust compiler:

## Proc macros are always re-expanded



**14 sec**  
for macro  
expansion in an  
incremental build

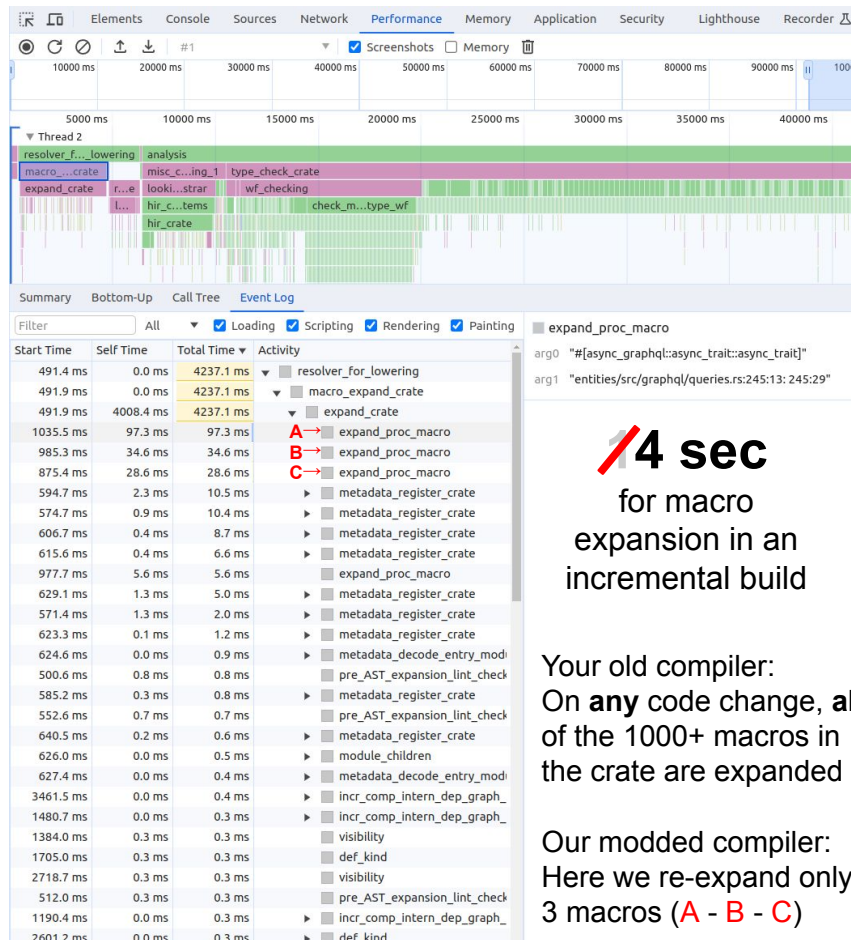
Esp. slow if you use  
macro-heavy crates e.g.

- [async-graphql](#)
- [async-trait](#)

...and painful if your  
[IDE lags when](#)  
[expanding macros](#)

# Modded Rust compiler:

## Cache proc macro expansion



**14 sec**  
for macro  
expansion in an  
incremental build

Your old compiler:  
On **any** code change, **all**  
of the 1000+ macros in  
the crate are expanded

Our modded compiler:  
Here we re-expand only  
3 macros (A - B - C)