Subject: Question about Blitz (bug?)
Posted by janwilmans on Sun, 14 Jun 2009 19:50:28 GMT
View Forum Message <> Reply to Message

My existing projects often do not build using Blitz.
When Blitz is turned of there is no problem.

The problem lies in (re-)defining macros in different files.

suppose: foo.cpp has:

#define FOOBAR foo

and bar.cpp has:

#define FOOBAR bar

normally these definitions stay within the scope of the file, but with blitz on, they seem to clash?

I this normal behaviour for blitz? and should I just disable the use of blitz for these files? or is it a bug ?

Greetings,

Jan

Subject: Re: Question about Blitz (bug?)
Posted by mirek on Sun, 14 Jun 2009 20:20:11 GMT
View Forum Message <> Reply to Message

skyhawk wrote on Sun, 14 June 2009 15:50My existing projects often do not build using Blitz.
When Blitz is turned of there is no problem.

The problem lies in (re-)defining macros in different files.

suppose: foo.cpp has:

#define FOOBAR foo

and bar.cpp has:

#define FOOBAR bar

normally these definitions stay within the scope of the file, but with blitz on, they seem to clash?

I this normal behaviour for blitz? and should I just disable the use of blitz for these files? or is it a bug ?

Greetings,

Jan

Actually, BLITZ should undefine them when needed. But perhaps something does not work as expected.

You can check what BLITZ does looking at $blitz.cpp file in output directory.

Mirek

Subject: Re: Question about Blitz (bug?)
Posted by mirek on Sun, 14 Jun 2009 20:20:35 GMT
View Forum Message <> Reply to Message

Alternatively, you can submit a testcase that demonstrates the problem.

Subject: Re: Question about Blitz (bug?)
Posted by janwilmans on Tue, 16 Jun 2009 19:08:47 GMT
View Forum Message <> Reply to Message

To report on our private discussion about this;

The behaviour is a feature, .cpp files that redefine macros that are elsewhere defined in header (.h) files are undefined by blitz.

This behaviour is (apparently) required to make blitz work; to compile sources that have this problem, there are basically two options:

- move the defines into header files and include them in the .cpp
- disable blitz for the effected files

Greetings,

Jan
