
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Mon, 10 Sep 2007 15:57:55 GMT
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Zardos wrote on Mon, 10 September 2007 11:17
This has nothing to do with BLITZ, btw.

Well, actually, a little it has: with BLITZ it does not too much matter how much you include w.r.t. compilation speed, means the old rule "include as little as possible to keep compilation fast" is irrelevant...

Mirek
