
Subject: Re: Building & using U++ without TheIDE
Posted by [Zardos](#) on Tue, 11 Sep 2007 07:25:51 GMT
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luzr wrote on Mon, 10 September 2007 17:57Zardos 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

Ah! I see your point! I think I change my position and find the used include style pattern, great - now!

Another advantage with BLITZ is: It might produce better code in "release mode".
I know it was written here in the forum that code produced with BLITZ is often larger than without BLITZ.

This can be considered a good thing (sometimes)! It probably means that the compilers can do more aggressive inlining even on function calls that goes across different cpp files and that are not explicit declared as inline. (With BLITZ there exists basically only one file which gets compiled).
Well, some compilers (MSVC) can perform "Global optimization" across different object files. But I always have some doubts if they can use the same sophisticated optimization heuristic they use in a single file - optimize register allocation and all these nice things.

If I remember right on the webpage on SQLite they claim a performance improvement of some percent (10?) if it gets compiled with the "one source file" version of it.

Unfortunately BLITZ has some problems on some packages in release mode. Maybe another flag "No BLITZ in release mode" would help for some projects.

- Ralf
