Subject: Re: Building & using U++ without TheIDE Posted by mirek on Tue, 18 Sep 2007 17:04:51 GMT View Forum Message <> Reply to Message

sergei wrote on Tue, 18 September 2007 12:05OK, the issue with clipboard had nothing to do with dependencies, it was an API call mistaken for U++ function by the compiler. :: solved it.

I've updates to SP1, yet the error didn't go away. At least now it's preceded with C1001 - internal error of compiler. Again, release-only problem, debug works. Compiler's error is on line 54 of RichText/txtop.cpp. Which is: if(update). Yeah, that's one complicated line Any help would be welcome.

That's what I got:

d:\programming\upp\richtext\txtop.cpp(54) : fatal error C1001: An internal error has occurred in the compiler.

(compiler file 'F:\SP\vctools\compiler\utc\src\P2\main.c[0x10BF5F00:0x00000 02C]', line 182) To work around this problem, try simplifying or changing the program near the locations listed above.

For the record, F: is a CD drive

Hehe, that one is well known here:) The same result with MSC7.1 and MSC8.

For regular work with theide, it is non-issue as for release mode BLITZ is not recommended anyway as it produces longer .exes.

Quote:

P.S. I decided to try out Id and ar replacements.

Animated Hello full rebuild (debug + release): MinGW 3.4.5 (original) : 4:27 / 562 warnings / 11.9MB + 3.3MB MinGW 3.4.5 (U++ Id and ar) : 4:14 / 562 warnings / 11.1MB + 3.2MB

-> 5% reduction in build time, 7% reduction in debug EXE size, 1% reduction in release EXE size. Are these the common results?

Well, perhaps for rebuilding everything, reduction in build time is not that significant. But if you are rebuilding just single file while developing, which usually takes about 2-3s, that 13s difference is quite welcome.

Quote:

And is it safe to use these programs (I'm somewhat uncomfortable with patching the compiler).

These really are not patches. These replacements are rewrites from the scratch, using U++ Core

(NTL). That is where the speed comes from

As for bugs, who knows... But originals are not completely bug-free either.

Mirek

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