
Subject: Re: Linux compile fails

Posted by [iplayfast](#) on Fri, 24 Feb 2006 20:34:34 GMT

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Thanks that was helpful. I kept seeing blitz and assumed it was blitz++ which although cool, seemed like overkill. (Blitz++ is a high performance math library).

As far as blitz being faster, so far I've not seen that. It appears to recompile the world for any change at all.

For example in the sdl example [http://www.arilect.com/upp/forum/index.php?t=msg&th=339& amp;start=0&S=5a7812b809c46c7d841b43292b2ab0c8](http://www.arilect.com/upp/forum/index.php?t=msg&th=339&start=0&S=5a7812b809c46c7d841b43292b2ab0c8)

I changed include <SDL.h> to <SDL/SDL.h> and it recompiled not only the example but the (I guess) blitz file as well.

In the scribble example it compiles 9 sets of files. The sets include CtrlLib, CtrlCore, RichText and all these other libraries. Why is it doing that?

Maybe this is a Linux Windows difference. It seems much more responsive on Windows then Linux.

Also not to be argumentitive, but this functionality is already present in Linux. It's made up of several tools.

makedepend figures out what files depend on what

ccache will cache compiles that have been previously done

gcc will compile several files at a time

make will compile using several processors or computers at a time, and will only compile files that have changed.

What Ultimate has done is very neat, and useful, but on Linux it is redundant. (But I'm glad to see it in Windows!)
