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Subject: Re: Linux compile fails

Posted by [iplayfast](#) on Fri, 24 Feb 2006 20:52:35 GMT

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luzr wrote on Fri, 24 February 2006 15:48 Well, BLITZ is very different system. Please read the explanation again:) OTOH, BLITZ needs to know more about what he compiles than makefiles are able to provide (it is C++ specific, goes through files, checks things and even generates some stub C++ code).

For full debug mode rebuild, BLITZ can be as much as 4 times faster .

The reason why it seem slow at first is that because of BLITZ, we can avoid traditional system of compiled libraries - in U++, all libraries exist in source form only. If you compile any example for the first time, complete "U++ library" gets recompiled on the way (and gets cached).

Mirek

Well I'll not argue the point since we both agree it is cool. However perhaps you can help with a bug. In Linux the sdlexample won't link the sdl library. How do I tell it to?

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