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Subject: Re: Linux compile fails

Posted by [mirek](#) on Fri, 24 Feb 2006 20:57:07 GMT

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iplayfast wrote on Fri, 24 February 2006 15:52luzr wrote on Fri, 24 February 2006 15:48Well, 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?

In Package organizer. (Project/Package organizer).

BTW, we have not tested SDL in linux yet (In fact, SDL is not a part of U++, we have added it to Win32 version just to make things easy for people interested in game development and not necessarily interested in U++ library). I would welcome fix there - the simplest would be to post here fixed .upp and .cpp files of SDLExample package.

Mirek