
Subject: Re: Strange build error only after changing
Posted by [mr_ped](#) on Tue, 29 Jan 2008 08:50:17 GMT
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Try to switch off blitz and/or "Build / Clean UPPOUT".

Depends which one you value more, the already built objects or usage of BLITZ. (I suggest to do both)

How did you do "clean", trough Upp build menu? Maybe some blitz files remain anyway so Clean UPPOUT is safer option (that deletes absolutely everything from build directory).

To me it looks like some .cpp file is compiled both individually and inside the big "blitz" file, so all of it's instantiated variables do get multiple definitions during linking.

It may be also problem with instantiating variables inside .h/.hpp files.

And finally I would check date/time of all source files, and current time on the machine, if they are bogus (future?) dates, it may cause havoc both to compiler itself and to blitz heuristic (at least so I think).

edit: And on multi-core CPU the multi threaded compilation may hit the problem with future dates too, there was some fix already between 2007.1 and current dev I think? Try to limit compilation to single thread (Setup/Environment/IDE/HYDRA 1 threads), if this helps, check the "changes" forum if you are using older UPP to see when there was some minor fix introduced.

(But I don't think this is the cause, as this one always did work when the compilation was invoked second time after first failure.)
