
Subject: Re: Strange build error only after changing
Posted by [cbpporter](#) on Tue, 29 Jan 2008 13:35:52 GMT
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luzr wrote on Tue, 29 January 2008 14:04
IMO, you have wrong #includes for .iml.

You should include iml_header.h in header file and iml_source.h in .cpp.

Thank you!

That solved the problem. I even created a separate .cpp only for <Draw/iml_sources.h>. Since when do you need to include separate files into the .h and .cpp? I never had any problems with just using <Draw/iml.h> since I started using U++.

Quote:

For BLITZ, the best is single header per package included in all .cpp files.

I think it's quite ironic that in order to increase your compilation speed you need to do the exact opposite of what you learned about C++: if you minimize your .h dependencies, your compilation speed could improve.

Just a question: is BLITZ partially responsible for the big binary size? It would seem that it makes it rather difficult to generate small obj files.
