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Subject: Re: Strange build error only after changing  
Posted by [mirek](#) on Tue, 29 Jan 2008 15:11:50 GMT

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cbpporter wrote on Tue, 29 January 2008 08:35luzr 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++.

iml.h is just doing both \_header and \_source. So you can really use it for a single .cpp file and better put it into .cpp...

Think about \_header as variable declaration ("extern") and \_source as definition.

Quote:

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.

Actually, it really does not matter that much.... (BLITZ will work with "sparse headers" model quite well too). But it is the most straightforward way.

Quote:

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.

Yes. That is why for release mode, BLITZ is not recommended.

Actually, I have started to consider inverse-BLITZ technique for release mode - one that would split .cpp files by functions

(In theory, this should work with GCC and Linux with -ffunction-sections. In practice, it does not).

Mirek

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