
Subject: Re: ImageFile

Posted by [mirek](#) on Mon, 03 Nov 2008 07:47:24 GMT

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sapiency wrote on Sun, 02 November 2008 17:29luzr wrote on Sun, 02 November 2008 21:46
Usually, and I would recommend that, when developing U++ app, we are using single "main" header per package and all C++ files include this one.

I believe you but the project grows and it takes really long (on my machine) to compile everytime the hole file - and I don't like large files .

Well, with BLITZ, the compile time influence of single big header is almost irrelevant.

Second argument (sometimes the file is too large to one's good taste) is valid - in that case, I tend to split to many smaller header files, but to combine them in the main header anyway, then include just this single header in .cpp. See e.g. CtrlLib/CtrlLib.h.

Mirek
