
Subject: Re: WinAPI UNICODE question
Posted by [cbpporter](#) on Sun, 23 Nov 2008 16:39:13 GMT
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Well there is one small problem: some function names get overridden with a different name. For example, `Upp::GetModuleFileName` becomes `Upp::GetModuleFileNameA`. This is because of the macros from `windows.h`, which happily traverse namespace borders. I don't know if this can pose a problem, but it could give rise to surprises when linking.

As for progress, I covered `CtrlLib` and it's dependencies. Next: `TheIDE` .

Testing with `Bombs` example package, I can say that the 15% compilation time decrease remains valid for `MSC` (I test by giving a `rebuild all` command), both for total time, and per package basis. Nothing to get too excited over, but since it's a "free" gain, I don't see why I shouldn't be happy about it.
