
Subject: Re: Question about Blitz (bug?)
Posted by [mirek](#) on Sun, 14 Jun 2009 20:20:11 GMT
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skyhawk wrote on Sun, 14 June 2009 15:50My existing projects often do not build using Blitz.
When Blitz is turned of there is no problem.

The problem lies in (re-)defining macros in different files.

suppose: foo.cpp has:

```
#define FOOBAR foo
```

and bar.cpp has:

```
#define FOOBAR bar
```

normally these definitions stay within the scope of the file, but with blitz on, they seem to clash?

I this normal behaviour for blitz? and should I just disable the use of blitz for these files? or is it a bug ?

Greetings,

Jan

Actually, BLITZ should undefine them when needed. But perhaps something does not work as expected.

You can check what BLITZ does looking at \$blitz.cpp file in output directory.

Mirek
