Subject: Re: question on tool development for the IDE
Posted by mr_ped on Wed, 02 Dec 2009 08:40:23 GMT
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During building debug builds with BLITZ enabled this is not a big issue in U++ (I mean the amount of includes in each file), but without BLITZ it's worth to optimize includes even in U++.

The visualization part would be welcome addition for sure.

After all, U++ is just C++, and there's no built-in support for this, so if you have got spare time, why not.