Subject: Re: Compiling and linking problems
Posted by dolik.rce on Fri, 03 Sep 2010 09:00:24 GMT

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Hi Koldo,

I believe this is not really issue. Yes, the trouble are by design of the build system, but it is too keep it fast. This situation is quite rare, I don't think it is worthed the trouble.

If a developer changes the libraries or paths etc. he should know that the code needs to be recompiled. Usually it is enough to just hit "Clean package" if you add library to package. Full recompile is only necessary if you change the build method.

Honza

PS: There is also one more thing you could worry about: If you update the lib in your system, theide won't detected and use the system wide headers from new version for new code, while linking together with older code that was compiled with the old version. This could be checked too, but it is reaaaally slow (I implemented this in the universal Makefile, so I know how long it takes to gcc to analyze all the dependencies).