Subject: Re: Using BLITZ in release mode
Posted by Novo on Fri, 15 Oct 2010 20:38:43 GMT
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dolik.rce wrote on Fri, 15 October 2010 15:40
For me it works correctly. I think the problem might be somewhere else... Are you sure that the modification times of the files are older than one hour?

I figured out what's the problem. Besides Build Mode BLITZ should also be enabled in Output Mode. Unfortunately, this will create a separate GCC.Blitz.Gui.Shared configuration, which is not created in case of Debug Mode.

Otherwise it works pretty well.

Overhead in case of TheIDE is ~12k and ~40k in case of a small console application. This is acceptable.