Subject: Re: Incorrect implementation of INITBLOCK (and similar macros) in case when flagBLITZ is not defined
Posted by kohait00 on Tue, 29 Mar 2011 11:10:31 GMT

View Forum Message <> Reply to Message

this is still an issue though..

using MSC optimal, which may not use BLITZ, we end up with broken INITBLOCKs..because no index. compiling MSC9 with BLITZ my app works, with optimal and thus without BLITZ the app doesnt.

any idea how to make this work?

BTW: at which point the init files are used? in the ide oder somewhere in the code?

EDIT: in another thread i found that init files are only used with BLITZ, is that right? so thats why no BLITZ_INDEX__ to meangle the static names

but i still wonder, why it doesnt work, if the problem described in the thread only arised with blitz..and i am needing blitz to make it work..sth is weired here