
Subject: Re: [FEATURE] PCH support
Posted by [Shire](#) on Fri, 29 Jul 2011 13:19:59 GMT
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Quote:I believe that with BLITZ minimizing the count of header inclusions, the difference should be very small
Blitz reduces build time by pipelining all .cpp files in one, invoking compiler one time.
This is very good for library packages without changes.

But when you develop and change some few files in some few packages, blitz often make full rebuild of these packages to exclude new changed files from its batch and build all changed files independently. This takes too many time for partial build and can be accelerated by using precompiled header (and, in some cases, turn off blitz).

PCH can be useful on currently changing packages - main and dependent developing packages.
