
Subject: Re: CPP file dependency
Posted by [dolik.rce](#) on Mon, 19 Sep 2011 19:28:51 GMT
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Hi Raxvan

If you change a .cpp file, only this single file needs to be rebuild (there are some exceptions, when you use macros heavily, but that is ignored by theide). If you use BLITZ then you might need to recompile the entire "blitz batch" in case that the file you just changed was part of it in the last rebuild.

If you change an .h file, theide will rebuild all .c and .cpp files that include this file. Also files included recursively (i.e. through other .h files) are rebuild. Again, if the "blitz batch" contents change or if any of the files in it includes the changed .h file, then it will be rebuild.

I think these are the basic rules that are used in theide. Does that answer your question sufficiently?

Best regards,
Honza
