Subject: Re: TheIDE precompiled headers: again
Posted by mirek on Mon, 05 Jan 2015 18:49:21 GMT

Shire wrote on Mon, 05 January 2015 13:53mirek wrote on Sun, 04 January 2015 23:52
- I believe that PCH should be more or less completely automated, that is why I wanted to precompile "Package.h" header. For most packages it is the right thing to do...

PCH is huge file (for example, ~70Mb per package PCH on MSC32, and ~190Mb for GCC32), and it's build time is too long. Enabling PCH for any package will eat many output directory space and will significally increase first build time. Any change in any dependent header will cause PCH rebuild, and efficiency of most PCH'es will be negative.
That's why I prefer default setting "off".
Hardcoding <package_name>.h is not good when you writing plugins. I make precompiled "common.h" header with UPP and plugin private headers.

Good points, thanks.

BTW, have you investigated clang?

Mirek