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Subject: Re: Precompiled headers

Posted by [mirek](#) on Wed, 04 Feb 2015 07:33:00 GMT

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chickenk wrote on Tue, 03 February 2015 20:47mirek wrote on Sun, 18 January 2015 11:49by combining all files into single object file, linker has less opportunity to remove unused code. This leads to (sometimes significantly) larger executable binaries. For this reason, we do not recommend (and have off by default) BLITZ for release builds and if possible, we use precompiled headers for release builds.

At least for GCC, your experiments would lead me to use BLITZ for release builds, with the following options:

`-ffunction-sections -fdata-sections -Wl,--gc-sections`

Best of BLITZ, with much more unused code removed!

Anyway thanks for working on PCH.

Well, at the time I was testing these options, it did not make noticeable impact on code size (in short, they did not appear to work). BTW, note that these options are part of standard installation.

You can check: build release (e.g. theide) with BLITZ and these options, then build without BLITZ, report the size...

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