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Subject: Re: Considering different approach to Win32 release

Posted by [Tom1](#) on Mon, 26 Oct 2015 14:01:59 GMT

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Hi Mirek,

Thanks for the tip! Helped a lot.

Even though the MSC9/MSC10 Build method does not have 'Use BLITZ' selected for release mode, I see that there seems to be a considerable amount of BLITZ used in release mode too. While radically boosting compilation times on MSC10, MSC10x64 and MSC9x64, it also results in an internal compiler error on 32 bit MSC9 somewhere in RichText/TxtOp.cpp. The code seems same as before, but disabling BLITZ for RichText in Package organizer allows successful compilation.

Shouldn't the 'Use BLITZ' selection for the build method be obeyed as the default?

Thanks,

Tom

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