Subject: Re: Considering different approach to Win32 release
Posted by Tom1 on Tue, 27 Oct 2015 08:20:21 GMT
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mirek wrote on Mon, 26 October 2015 19:59Tom1 wrote on Mon, 26 October 2015 15:01Hi 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

This is really strange. Can you post a copy of console log?

Mirek

No need for log, I found the cause: While in 'Build methods' Use BLITZ is not active by default for MSC9 or MSC10, in 'Output mode' dialog it is active by default for release mode. By switching it of in 'Output mode' cures the symptoms.

Best regards,

Tom