Subject: Re: 2020.1 officially released
Posted by Novo on Sat, 30 May 2020 15:10:44 GMT
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mirek wrote on Sat, 30 May 2020 02:55Those numbers are real? I mean, is it a problem with clang, or problem with builder printing wrong number?

Mirek
Yes, numbers are real. It is Clang.
Another case with CLANGx64.
----- AddressBookWeb (MT MAIN CLANG SHARED BLITZ WIN32) (10 / 10)
Main.cpp
Pages.icpp
2 warnings generated.
Skylark/Iml: 1 file(s) built in (0:00.16), 160 msecs / file
plugin/jpg: 61 file(s) built in (0:04.61), 75 msecs / file
plugin/png: 3 file(s) built in (0:01.07), 358 msecs / file
AddressBookWeb: 2 file(s) built in (0:01.04), 523 msecs / file
Draw: 35 file(s) built in (0:05.58), 159 msecs / file
plugin/sqlite3: 2 file(s) built in (1:46.72), 53363 msecs / file
Linking...
Z:\home\ssg\.local\soft\bb-worker\worker\wine-upp\build\.cache\upp.out\CLANGx64.Blitz.Mt.Shared\AddressBookWeb.exe (6354432 B) linked in (0:00.72)

As you can see, linking is blazingly fast.
But almost two minutes to compile sqlite3 is unacceptable.