
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 02:55 Those 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/lml: 1 file(s) built in (0:00.16), 160 msec / file

plugin/jpg: 61 file(s) built in (0:04.61), 75 msec / file

plugin/png: 3 file(s) built in (0:01.07), 358 msec / file

AddressBookWeb: 2 file(s) built in (0:01.04), 523 msec / file

Draw: 35 file(s) built in (0:05.58), 159 msec / file

plugin/sqlite3: 2 file(s) built in (1:46.72), 53363 msec / file

Linking...

Z:\home\s\sg\local\soft\bb-worker\worker\wine-upp\build\cache\upp.out\CLANGx64.Blitz.Mt.Share
d\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.
