
Subject: Re: Speed-up linking
Posted by [mirek](#) on Fri, 06 Oct 2006 19:14:45 GMT
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Well, I have just downloaded latest mingw-dev for tests:

```
----- Days ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
main.cpp
Days: 1 file(s) built in (0:04.70), 4703 msec / file, duration = 4703 msec
Linking...
(option '-O 2' ignored)
__main: duplicate
-> used:    libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
C:\mingw\out\MINGW.Debug_full.Gui\Days.exe (11353340 B) linked in (0:02.96)
```

OK. (1:58.01)

...as it works out of box... (My slow notebook 1.8Ghz Sempron, 768MB RAM, 4200rpm HD). Hard to say what is wrong with your setup.

And yes, debug builds should be fastest as they use BLITZ..