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Subject: Re: How BLITZ works?

Posted by [mirek](#) on Wed, 25 Jan 2006 17:30:31 GMT

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Well, average .cpp file has say 500 lines, but includes 100000 lines of headers. That is why combining C++ files into single "blitz" file is such a good idea. However, interesting part of blitz is that it has to detect which files to combine and when... (it checks them for #ifdef include guards and also excludes files changed withing one hour ago - those files are likely to be worked on).

As for speed improvements, I think you can count on 4x speedup when using gcc/linux. Actually, compilation itself is even faster, but the linker spoils it (And Tom is still reluctant about implementing uld on linux. In any case, it is not hard to measure speedup for yourself - just switch BLITZ off in output mode dialog.

Problem with BLITZ used outside TheIDE is that this system expects to compile C++ and extesively uses information from packages and .cpp files. It is e.g. impossible to use similar technique with traditional makefiles. In other words, in order to have BLITZ, you need the similar project organization like the one used in TheIDE.

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