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Subject: Re: How BLITZ works?

Posted by [mirek](#) on Wed, 25 Jan 2006 19:21:37 GMT

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Well, by default, only .cpp files with include guards are qualified for blitz (this is easily checkable).

You can affect this using

```
#pragma BLITZ_APPROVE // to force the file to be BLITZed
```

```
#pragma BLITZ_PROHIBIT // to disallow
```

And you are correct about TheIDE going through the file, recording all #define(s) and placing conditional #undef(s) at the end of blitz file (#if(s) are ignored, that is why #undef(s) have to be conditional).

Actually, most of these actions are performed in header-dependency code and results are cached (per file timestamp).

I have planned to make Topic++ about BLITZ for quite a long time, but there is always something else to do.....

Respective code is in ide/Common/Hdepend.cpp and ide/Builders/CppBuilder.cpp.

BTW, BLITZ is by default active in debug mode only (where it has the most sense).

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