Subject: Re: How BLITZ works?
Posted by mirek on Wed, 25 Jan 2006 20:35:18 GMT
View Forum Message <> Reply to Message

Yes, that is correct. Nothing is perfect... (Just a note, you cannot use two classes with identic names - possible name clash when linking, as methods are always defined as non-static globals).

It is up to you to decide whether 4x times speedup is worth the trouble. And you can always switch BLITZ off, either using #pragma or in Output mode dialog (even on per-package basis).

From my perspective, U++ development in Linux would be nearly impossible without BLITZ... (there is a huge difference between 40 minutes or 10 minutes to compile TheIDE). And while it can affect your code in ways you mention, usually worst thing to happen is compile time error. In reality, most of C++ code works with BLITZ just fine out of box and rest can be fixed in minutes.

BTW, one thing I forgot to mention: You can, with some effort, resolve the issues with static variables in specific cases (U++ needs that to implement stuff linke INIT_BLOCK in Core/Defs.h):

BLITZ_INDEX__

is defined with specific number for each file included in BLITZ group. Somewhat ugly, but working...