Subject: Re: Bug in Hydra?
Posted by piotr5 on Fri, 19 Jan 2007 13:45:14 GMT

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yes, it was dated 12.01.07 midnight. the compilation does halt
at random points and I need to stop and restart it manually.
as it turned out, the problem with compiling ide/Help.cpp was
because of the compiler using up half my memory for this single
file, not leaving much space for any parallel build...

however, no Zombies where created by the new version, only
610 did crate some. also I noticed that I actually did try
some 611, and it did crash for the optimized version (probably
some bug in my compiler) but didn't have the multi-threading
problem, nor did it have any problem compiling ide/Help.cpp...

could you please somehow divide ide/Help.cpp into smaller files?

P

Edit: silly me, of course ide/util.cpp already is short...