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?

Ρ

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