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Subject: Re: How BLITZ works?

Posted by [mirek](#) on Thu, 02 Feb 2006 19:34:16 GMT

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I am not 100% sure what scenario happened. Maybe that single file was excluded during previous build.

Actual blitz build is quite simple - you have a set of .cpp files to compile. You gather all of them not changed for more than hour and approved for blitz, combine them into single \$blitz.cpp and replace them in the set of files to compile with that \$blitz.cpp. \$blitz.cpp is saved only if it is different from already existing one.

The rest of build is the same as without blitz, just performed with altered set of sources.

Normally, when you modify the file that was previously part of blitz, two files (from compiler perspective) are recompiled - \$blitz.cpp, now shorter one file and the file you have modified.

Mirek

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