
Subject: Using BLITZ in release mode CLANG
Posted by [mirek](#) on Tue, 25 May 2021 08:08:15 GMT
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So far, the default configuration is not using BLITZ in release mode. There are two reasons for this:

- a) MSC could not handle it (results in internal compiler error, probably due to .obj files getting too big)
- b) There was a hope that not using BLITZ in release mode can improve the size of resulting binary

That said, with CLANG the first concern is irrelevant, works just fine in Win32. So maybe we should have BLITZ active by default for at least CLANG.

I have put this theory to test with TheIDE (in Win32):

Non BLITZ (using precompiled headers): size: 19003904, built in 5:00
BLITZ: size: 19454976, built in 1:39

So based on this, definitely worth it. That small difference in size can be attributed to additional speed optimizations (perhaps something more got inlined in BLITZ mode).

What about your projects? Is going BLITZ in release by default a good idea?

Mirek

Subject: Re: Using BLITZ in release mode CLANG
Posted by [Didier](#) on Tue, 25 May 2021 11:19:41 GMT
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Hello Mirek,

I am always full Blitz on Win/Clang.
Compilation time gain is precious !!!

Subject: Re: Using BLITZ in release mode CLANG
Posted by [Novo](#) on Tue, 25 May 2021 17:04:58 GMT
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mirek wrote on Tue, 25 May 2021 04:08
What about your projects? Is going BLITZ in release by default a good idea?

I personally use BLITZ in release with Clang for very long time.
Another advantage of BLITZ is that combining of more source code in one file allows a compiler to

do better optimization.
For example, an one-file version of Sqlite is ~30% faster ...
