
Subject: Can't understand strange punctuation
Posted by [arixion](#) on Fri, 24 Nov 2006 12:02:22 GMT
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My files are able to preprocess, but somehow they can't compile. Can someone explain why? And why all the strange backslashes? Here is the compiler output...

```
----- UPPScintilla\include ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 11)
----- UPPScintilla\src ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 11)
BLITZ: ContractionState.cxx Document.cxx Editor.cxx WindowAccessor.cxx AutoComplete.cxx
RESearch.cxx XPM.cxx
In file included from C:/upp/out/UPPScintilla/src/MINGW.Debug_full.Lib/$blitz.cpp: 11:
C:\MyApps\UPPScintilla\src\Editor.cxx: In member function `void Editor::NotifyMove(int)':
C:\MyApps\UPPScintilla\src\Editor.cxx:3706: error: `SCN_POSCHANGED' undeclared (first use
this function)
C:\MyApps\UPPScintilla\src\Editor.cxx:3706: error: (Each undeclared identifier is reported only
once for each
function it appears in.)
C:\MyApps\UPPScintilla\src\Editor.cxx: In member function `virtual sptr_t
Editor::WndProc(unsigned int, uptr_
t, sptr_t)':
C:\MyApps\UPPScintilla\src\Editor.cxx:6857: error: `SCI_SETCARETPOLICY' undeclared (first
use this function)
DocumentAccessor.cxx
ScintillaBase.cxx
ExternalLexer.cxx
Keywords.cxx
LexBash.cxx
LexCPP.cxx
LexHTML.cxx
LexNsis.cxx
LexOthers.cxx
LexSQL.cxx
UniConversion.cxx
UPPScintilla\src: 18 file(s) built in (0:04.28), 237 msec / file, duration = 4312 msec
----- CtrlLib ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 11)
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp
ScrollBar.cpp Head
erCtrl.cpp ArrayCtrl.cpp DropBox.cpp DropList.cpp DropPusher.cpp DropChoice.cpp Static.cpp
Splitter.cpp F
rameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp
RichClip.cpp Promp
t.cpp Help.cpp Bar.cpp MenuBar.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp
TreeCtrl.cpp DlgColo
r.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp PrinterJob.cpp Windows.cpp
Win32.cpp CtrlUt
il.cpp Update.cpp LNGCtrl.cpp Ch.cpp
In file included from C:\upp\uppsrc\CtrlLib\Ch.cpp:7,
```

```

    from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:238:
C:/upp/uppsrc/Draw/iml_source.h:6:1: warning: "IMAGE_BEGIN" redefined
In file included from C:/upp/uppsrc/CtrlLib/CtrlUtil.cpp:7,
    from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:217:
C:/upp/uppsrc/Draw/iml_source.h:17:1: warning: this is the location of the previous definition
In file included from C:/upp/uppsrc/CtrlLib/Ch.cpp:7,
    from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:238:
C:/upp/uppsrc/Draw/iml_source.h:7:1: warning: "IMAGE_SCAN" redefined
In file included from C:/upp/uppsrc/CtrlLib/CtrlUtil.cpp:7,
    from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:217:
C:/upp/uppsrc/Draw/iml_source.h:16:1: warning: this is the location of the previous definition
In file included from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:238:
C:/upp/uppsrc/CtrlLib/Ch.cpp:9:1: warning: "IMAGECLASS" redefined
C:/upp/uppsrc/CtrlLib/Ch.cpp:5:1: warning: this is the location of the previous definition
In file included from C:/upp/uppsrc/Draw/iml.h:5,
    from C:/upp/uppsrc/CtrlLib/Ch.cpp:11,
    from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:238:
C:/upp/uppsrc/Draw/iml_header.h:11:1: warning: "IMAGE_BEGIN" redefined
In file included from C:/upp/uppsrc/CtrlLib/Ch.cpp:7,
    from C:/upp/out/CtrlLib/MINGW.Debug_full.Lib/$blitz.cpp:238:
C:/upp/uppsrc/Draw/iml_source.h:17:1: warning: this is the location of the previous definition
ChWin32.cpp
CtrlLib.icpp
CtrlLib: 46 file(s) built in (0:35.25), 766 msec / file, duration = 35985 msec
----- CtrlCore ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 4 / 11 )
BLITZ: Frame.cpp Ctrl.cpp CtrlChild.cpp CtrlPos.cpp CtrlDraw.cpp CtrlMouse.cpp CtrlKbd.cpp
CtrlTimer.cpp Loca
lLoop.cpp TopWindow.cpp Win32Wnd.cpp Win32ImgClip.cpp Win32Proc.cpp TopWin32.cpp
DHCtrl.cpp X11Wnd.cpp X1
1Proc.cpp TopWinX11.cpp X11Clip.cpp X11ImgClip.cpp X11App.cpp
CtrlCore: 21 file(s) built in (0:06.71), 319 msec / file, duration = 6906 msec
----- RichText ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 5 / 11 )
BLITZ: Object.cpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp
TxtOp.cpp Format.cpp Table
Cell.cpp TableLayout.cpp TablePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp
TextData.cpp TextTable.
.cpp EncodeQtf.cpp ParseQtf.cpp EncodeRTF.cpp ParseRTF.cpp EncodeHTML.cpp Util.cpp
RichImage.icpp
RichText: 23 file(s) built in (0:13.88), 603 msec / file, duration = 14125 msec
----- Draw ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 6 / 11 )
BLITZ: DrawWin32.cpp DrawX11.cpp ComposeText.cpp DrawText.cpp DrawTextWin32.cpp
DrawTextXft.cpp Draw.cpp DrawOpWin32.cpp DrawOpX11.cpp DrawData.cpp Drawing.cpp
MetaFile.cpp DrawUtil.cpp DrawTextUtil.cpp Display.cpp Debug.cpp Image.cpp ImageBlit.cpp
ImageWin32.cpp ImageX11.cpp RasterFormat.cpp RasterWrite.cpp Palette.cpp Raster.cpp
RasterEncoder.cpp ImageOp.cpp ImageChOp.cpp ImageScale.cpp MakeCache.cpp
DrawRasterData.cpp Cham.cpp SSettings.cpp
Draw: 32 file(s) built in (0:07.98), 249 msec / file, duration = 8266 msec
----- Core ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 7 / 11 )

```

```

BLITZ: Mt.cpp Thread.cpp heap.cpp heapdbg.cpp String.cpp StrUtil.cpp CharSet.cpp Path.cpp
App.cpp Stream.cpp BlockStream.cpp Log.cpp Debug.cpp Util.cpp mathutil.cpp Cont.cpp
Callback.cpp Color.cpp Gtypes.cpp TimeDate.cpp Value.cpp Convert.cpp Format.cpp t.cpp
Lang.cpp parser.cpp XML.cpp Xmlize.cpp Uuid.cpp Ptr.cpp z.cpp Topic.cpp Win32Com.cpp
Dli.cpp
OL_Set.cpp
Core: 35 file(s) built in (0:10.56), 301 msecs / file, duration = 11391 msecs
----- plugin/bmp ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 11)
BLITZ: Bmp.cpp BmpWrite.cpp
BmpReg.icpp
plugin/bmp: 3 file(s) built in (0:03.93), 1312 msecs / file, duration = 3969 msecs
----- plugin/z ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 11)
zlibupp.cpp
adler32.c
compress.c
crc32.c
deflate.c
gzio.c
C:\upp\uppsrc\plugin\z\lib\gzio.c:881:7: warning: no newline at end of file
infblock.c
infcodes.c
inffast.c
inflate.c
inftrees.c
infutil.c
trees.c
uncompr.c
zutil.c
plugin/z: 15 file(s) built in (0:01.92), 128 msecs / file, duration = 2297 msecs
----- plugin/png ( LIB GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (10 / 11)
pngupp.cpp
png.c
pngerror.c
pnggccrd.c
pngget.c
pngmem.c
pngpread.c
pngread.c
pngrio.c
pngtran.c
pngutil.c
pngset.c
pngtrans.c
pngvcrd.c
pngwio.c
pngwrite.c
pngwtran.c
pngwutil.c

```

pngreg.icpp

plugin\png: 19 file(s) built in (0:07.01), 369 msecs / file, duration = 7421 msecs

----- UPPScintilla (LIB MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32) (11 / 11)

uppscintilla.cpp

In file included from C:\MyApps\UPPScintilla\UPPScintilla.h:4,

from C:\MyApps\UPPScintilla\uppscintilla.cpp:1:

C:\MyApps\UPPScintilla\src\Editor.h:29: error: `TickerID' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:39: error: `IdlerID' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:95: error: variable or field `SetBracesHighlight' declared void

C:\MyApps\UPPScintilla\src\Editor.h:95: error: expected `;' before '(' token

C:\MyApps\UPPScintilla\src\Editor.h:97: error: variable or field `RestoreBracesHighlight' declared void

C:\MyApps\UPPScintilla\src\Editor.h:97: error: expected `;' before '(' token

C:\MyApps\UPPScintilla\src\Editor.h:181: error: expected class-name before '{' token

C:\MyApps\UPPScintilla\src\Editor.h:190: error: `Window' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:195: error: `VisualStyle' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:196: error: `Palette' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:225: error: ISO C++ forbids declaration of `Surface' with no type

C:\MyApps\UPPScintilla\src\Editor.h:225: error: expected `;' before '*' token

C:\MyApps\UPPScintilla\src\Editor.h:226: error: ISO C++ forbids declaration of `Surface' with no type

C:\MyApps\UPPScintilla\src\Editor.h:226: error: expected `;' before '*' token

C:\MyApps\UPPScintilla\src\Editor.h:227: error: ISO C++ forbids declaration of `Surface' with no type

C:\MyApps\UPPScintilla\src\Editor.h:227: error: expected `;' before '*' token

C:\MyApps\UPPScintilla\src\Editor.h:228: error: ISO C++ forbids declaration of `Surface' with no type

C:\MyApps\UPPScintilla\src\Editor.h:228: error: expected `;' before '*' token

C:\MyApps\UPPScintilla\src\Editor.h:229: error: ISO C++ forbids declaration of `Surface' with no type

C:\MyApps\UPPScintilla\src\Editor.h:229: error: expected `;' before '*' token

C:\MyApps\UPPScintilla\src\Editor.h:233: error: `KeyMap' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:242: error: `Point' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:248: error: `Point' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:266: error: `Position' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:273: error: `PRectangle' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:300: error: `ContractionState' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:319: error: ISO C++ forbids declaration of `Document' with no type

C:\MyApps\UPPScintilla\src\Editor.h:319: error: expected `;' before '*' token

C:\MyApps\UPPScintilla\src\Editor.h:328: error: variable or field `RefreshColourPalette' declared void

C:\MyApps\UPPScintilla\src\Editor.h:328: error: `RefreshColourPalette' declared as a `virtual' field

C:\MyApps\UPPScintilla\src\Editor.h:328: error: expected `;' before '(' token

C:\MyApps\UPPScintilla\src\Editor.h:332: error: `PRectangle' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:333: error: `PRectangle' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:338: error: `Point' does not name a type

C:\MyApps\UPPScintilla\src\Editor.h:340: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:341: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:343: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:347: error: variable or field `RedrawRect' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:347: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:350: error: `PRectangle' does not name a type
 C:\MyApps\UPPScintilla\src\Editor.h:386: error: variable or field `PaintSelMargin' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:386: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:388: error: `Surface' has not been declared
 C:\MyApps\UPPScintilla\src\Editor.h:388: error: `VisualStyle' has not been declared
 C:\MyApps\UPPScintilla\src\Editor.h:389: error: ISO C++ forbids declaration of `surface' with no type
 C:\MyApps\UPPScintilla\src\Editor.h:389: error: ISO C++ forbids declaration of `vstyle' with no type
 C:\MyApps\UPPScintilla\src\Editor.h:390: error: `ColourAllocated' does not name a type
 C:\MyApps\UPPScintilla\src\Editor.h:391: error: `ColourAllocated' does not name a type
 C:\MyApps\UPPScintilla\src\Editor.h:392: error: variable or field `DrawIndentGuide' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:392: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:393: error: variable or field `DrawWrapMarker' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:393: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:394: error: variable or field `DrawEOL' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:394: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:398: error: variable or field `DrawLine' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:398: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:400: error: variable or field `RefreshPixMaps' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:400: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:401: error: variable or field `Paint' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:401: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:402: error: `RangeToFormat' has not been declared
 C:\MyApps\UPPScintilla\src\Editor.h:402: error: ISO C++ forbids declaration of `pfr' with no type
 C:\MyApps\UPPScintilla\src\Editor.h:439: error: variable or field `NotifyDoubleClick' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:439: error: `NotifyDoubleClick' declared as a `virtual' field
 C:\MyApps\UPPScintilla\src\Editor.h:439: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:444: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:446: error: variable or field `NotifyDwelling' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:446: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:449: error: variable or field `NotifyModifyAttempt' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:449: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:450: error: variable or field `NotifySavePoint' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:450: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:451: error: variable or field `CheckModificationForWrap' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:451: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:452: error: variable or field `NotifyModified' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:452: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:453: error: variable or field `NotifyDeleted' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:453: error: expected `;' before '(' token

C:\MyApps\UPPScintilla\src\Editor.h:454: error: variable or field `NotifyStyleNeeded' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:454: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:488: error: `Window' has not been declared
 C:\MyApps\UPPScintilla\src\Editor.h:488: error: variable or field `DisplayCursor' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:488: error: `DisplayCursor' declared as a `virtual' field
 C:\MyApps\UPPScintilla\src\Editor.h:488: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:494: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:495: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:498: error: variable or field `ButtonDown' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:498: error: `ButtonDown' declared as a `virtual' field
 C:\MyApps\UPPScintilla\src\Editor.h:498: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:499: error: variable or field `ButtonMove' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:499: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:500: error: variable or field `ButtonUp' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:500: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:510: error: `PaintContains' declared as a `virtual' field
 C:\MyApps\UPPScintilla\src\Editor.h:510: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:512: error: variable or field `CheckForChangeOutsidePaint' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:512: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:513: error: variable or field `SetBraceHighlight' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:513: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:515: error: variable or field `SetDocPointer' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:515: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:523: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h:524: error: variable or field `SetHotSpotRange' declared void
 C:\MyApps\UPPScintilla\src\Editor.h:524: error: expected `;' before '(' token
 C:\MyApps\UPPScintilla\src\Editor.h: In copy constructor `Editor::Editor(const Editor&):
 C:\MyApps\UPPScintilla\src\Editor.h:183: error: class `Editor' does not have any field named `DocWatcher'
 C:\MyApps\UPPScintilla\src\Editor.h: At global scope:
 C:\MyApps\UPPScintilla\src\Editor.h:549: error: ISO C++ forbids declaration of `Surface' with no type
 C:\MyApps\UPPScintilla\src\Editor.h:549: error: expected `;' before '*' token
 C:\MyApps\UPPScintilla\src\Editor.h:561: error: expected `)' before "sid"
 C:\MyApps\UPPScintilla\src\Editor.h:574: error: ISO C++ forbids declaration of `Surface' with no type
 C:\MyApps\UPPScintilla\src\Editor.h:574: error: expected `;' before '*' token
 C:\MyApps\UPPScintilla\src\Editor.h:577: error: expected `;' before "operator"
 C:\MyApps\UPPScintilla\src\Editor.h:577: error: `Surface' has not been declared
 C:\MyApps\UPPScintilla\src\Editor.h: In constructor `AutoSurface::AutoSurface(Editor*)':
 C:\MyApps\UPPScintilla\src\Editor.h:551: error: class `AutoSurface' does not have any field named `surf'
 C:\MyApps\UPPScintilla\src\Editor.h:552: error: 'class Editor' has no member named 'wMain'
 C:\MyApps\UPPScintilla\src\Editor.h:553: error: `surf' undeclared (first use this function)
 C:\MyApps\UPPScintilla\src\Editor.h:553: error: (Each undeclared identifier is reported only once for each function it appears in.)

```
C:\MyApps\UPPScintilla\src\Editor.h:553: error: `Surface' has not been declared
C:\MyApps\UPPScintilla\src\Editor.h:553: error: `Allocate' undeclared (first use this function)
C:\MyApps\UPPScintilla\src\Editor.h:555: error: 'class Editor' has no member named 'wMain'
C:\MyApps\UPPScintilla\src\Editor.h: In destructor `AutoSurface::~~AutoSurface()':
C:\MyApps\UPPScintilla\src\Editor.h:572: error: `surf' undeclared (first use this function)
In file included from C:\MyApps\UPPScintilla\uppscintilla.cpp:1:
C:\MyApps\UPPScintilla\UPPScintilla.h:5:26: warning: no newline at end of file
UPPScintilla: 1 file(s) built in (0:00.14), 141 msec / file, duration = 172 msec
```

There were errors. (1:34.89)

Subject: Re: Can't understand strange punctuation
Posted by [mirek](#) on Fri, 24 Nov 2006 12:17:01 GMT

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Excluding the main package (anything can go wrong there), I see 2 errors:

```
C:\MyApps\UPPScintilla\src\Editor.cxx:3706: error: `SCN_POSCHANGED' undeclared (first use
this function)
C:\MyApps\UPPScintilla\src\Editor.cxx:6857: error: `SCI_SETCARETPOLICY' undeclared (first
use this function)
```

Most likely this looks like #define constants that are omitted for some reason.

Possible reason is that sources are not BLITZ friendly - I would try to deactivate BLITZ for the package first (in the Output mode).

Mirek

Subject: Re: Can't understand strange punctuation
Posted by [arixion](#) on Fri, 24 Nov 2006 12:30:39 GMT

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How coem they are blitz-unfriendly? What are the requirements for something to be blitz-friendly?

Subject: Re: Can't understand strange punctuation
Posted by [mirek](#) on Sun, 26 Nov 2006 06:47:09 GMT

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I am writting a BLITZ article right now... however, BLITZ unfriendly is when .h files have too much internal logic by defining and/or #ifdefing various things.

E.g. if there are two headers defining the same macro or enum with two distinct definitions.

In fact, it is very easy to keep your sources BLITZ friendly (easier than to alter them for use with precompiled headers on most system), but for existing sources the best thing is sometimes to deactivate BLITZ.

Mlrek

Subject: Re: Can't understand strange punctuation
Posted by [arixion](#) on Sun, 26 Nov 2006 13:09:14 GMT
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well ... erpz ... tell me what is so blitz-unfriendly abt the code in this file? I'm using files from the "include" and "src" subdirectories.

File Attachments

1) [scintilla171.zip](#), downloaded 1883 times

Subject: Re: Can't understand strange punctuation
Posted by [mirek](#) on Mon, 27 Nov 2006 13:42:41 GMT
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Why you do not just deactivate the blitz for the package to test whether it is BLITZ issue?

Mirek

Subject: Re: Can't understand strange punctuation
Posted by [arixion](#) on Tue, 28 Nov 2006 12:49:25 GMT
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erpz ... will it affect my compilation of a static library/ DLL?? I'm afraid it will...

Subject: Re: Can't understand strange punctuation
Posted by [mirek](#) on Tue, 28 Nov 2006 13:33:05 GMT
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Only the compilation time in debug mode. As you are not likely going to change scintilla source too often, it most likely does not matter too much.

Mirek

Subject: Re: Can't understand strange punctuation
Posted by [arixion](#) on Wed, 29 Nov 2006 07:18:21 GMT
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right, but I'm creating a package that uses both scintilla source and the (blitz-ed) Ctrl Lib from UPP
- I'm creating a scintilla Ctrl for UPP. Will de-activating Blitz for the Main package affect the other packages' compilation? AND more importantly, how will I compile the release later?

the puzzled arixion

Subject: Re: Can't understand strange punctuation
Posted by [mirek](#) on Wed, 29 Nov 2006 07:23:57 GMT
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No, really not.

See, the only effect BLITZ has is that it merges all .cpp files into single one. That does nothing to package interfaces, linking etc...

In release mode, BLITZ is not active anyway (because BLITZ in release produces larger files).

Mirek
