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Subject: Force blitz on a group of files  
Posted by [mdelfede](#) on Sat, 08 Dec 2007 17:12:55 GMT  
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Is there a way to force BLITZ on a group of files ?  
I'm building a large lib, and TheIDE keeps building each file one by one...

Ciao

Max

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Subject: Re: Force blitz on a group of files  
Posted by [mirek](#) on Sun, 09 Dec 2007 07:59:00 GMT  
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mdelfede wrote on Sat, 08 December 2007 12:12Is there a way to force BLITZ on a group of files ?  
I'm building a large lib, and TheIDE keeps building each file one by one...

Ciao

Max

What exactly you mean by "force"?

Mirek

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Subject: Re: Force blitz on a group of files  
Posted by [mdelfede](#) on Sun, 09 Dec 2007 11:29:29 GMT  
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luzr wrote on Sun, 09 December 2007 08:59mdelfede wrote on Sat, 08 December 2007 12:12Is there a way to force BLITZ on a group of files ?  
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Ciao

Max

What exactly you mean by "force"?

Mirek

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Well, I have 80 packages, each package has something between 30 and 100 source files on it. I'd like to have them built with blitz, as now it takes too long. Files have usually includes with guards, so it should go.... but mostly doesn't. I tried also to change the date of one day earlier on source files, now it goes sometimes but with short group of files, and most of them are still build one by one.

pragma blitz\_approve

on each source file did nothing (besides of a compiler warning).

Ciao

Max

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Subject: Re: Force blitz on a group of files  
Posted by [mirek](#) on Sun, 09 Dec 2007 11:55:14 GMT  
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Are they .c or .cpp ?

Mirek

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Subject: Re: Force blitz on a group of files  
Posted by [mdelfede](#) on Sun, 09 Dec 2007 12:30:29 GMT  
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luzr wrote on Sun, 09 December 2007 12:55Are they .c or .cpp ?

Mirek

mostly .cxx, but also some .c

But now I'm facing with the problem of static duplicated symbols... those libs are not very well written.

I'd have also to change (automatically) all module-level static symbols to be unique.... and that's not too easy too.

BTW, I've already made some code that add namespace to sources (all are on global namespace and sometimes I've got problem with duplicated symbols...), but it clashes with blitz too.

For example, to keep things simple, I changed :

```
.....  
#ifndef _an_include_h  
#include <an_include.h>
```

```
#endif
```

```
.....
```

```
to :
```

```
namespace myspace {
```

```
.....
```

```
#ifndef _an_include_h
```

```
} // end namespace
```

```
#include <an_include.h>
```

```
namespace myspace {
```

```
#endif
```

```
.....
```

but I guess BLITZ checks for the include guard and disables itself. I'm afraid that I'd need a full source code parse to do all stuffs I need, and that's quite difficult and too time consuming for my purpose.

Ciao

Max