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Subject: Why is Release mode Non-Blitz?  
Posted by [hojtsy](#) on Thu, 20 Apr 2006 13:14:42 GMT  
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I noticed that Release mode compilation is Non-Blitz by default. Why is this? After some thinking it seems that with Blitz even the compiler optimizations could be better because the compiler sees more functions together, and can make better inlining decisions.

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Subject: Re: Why is Release mode Non-Blitz?  
Posted by [mirek](#) on Thu, 20 Apr 2006 14:23:18 GMT  
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hojtsy wrote on Thu, 20 April 2006 09:14: I noticed that Release mode compilation is Non-Blitz by default. Why is this? After some thinking it seems that with Blitz even the compiler optimizations could be better because the compiler sees more functions together, and can make better inlining decisions.

Hard reason: MSC8 crashes in BLITZ / release (perhaps because of too long files fed into the optimizer)

Another reason: BLITZ tends to force much more .obj to be linked into target - even with MSC which performs function level linking, or with MINGW / ULD which does roughly the same, BLITZed release targets are significantly longer.

Mirek

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Subject: Re: Why is Release mode Non-Blitz?  
Posted by [piotr5](#) on Thu, 13 Jul 2006 14:50:07 GMT  
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but isn't the higher effort with "optimizing" useful for getting a better optimized code from blitz than otherwise? when the compiler would see the larger picture of the whole program, wouldn't it then be able to produce faster code by better inlining?

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Subject: Re: Why is Release mode Non-Blitz?  
Posted by [mirek](#) on Thu, 13 Jul 2006 16:11:42 GMT  
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piotr5 wrote on Thu, 13 July 2006 10:50: but isn't the higher effort with "optimizing" useful for getting a better optimized code from blitz than otherwise? when the compiler would see the larger picture of the whole program,

wouldn't it then be able to produce faster code by better inlining?

Yes, in theory you are right. In practice, for current compilers, the only difference is longer binary....

Anyway, no BLITZ for release is just default setting. You can use BLITZ in release if you want. Just turn it on

Mirek

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