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Subject: Re: Precompiled headers

Posted by [chickenk](#) on Tue, 03 Feb 2015 19:47:32 GMT

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mirek wrote on Sun, 18 January 2015 11:49by combining all files into single object file, linker has less opportunity to remove unused code. This leads to (sometimes significantly) larger executable binaries. For this reason, we do not recommend (and have off by default) BLITZ for release builds and if possible, we use precompiled headers for release builds.

At least for GCC, your experiments would lead me to use BLITZ for release builds, with the following options:

-ffunction-sections -fdata-sections -Wl,--gc-sections

Best of BLITZ, with much more unused code removed!

Anyway thanks for working on PCH.

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