

Re: precompiled headers and Sun Studio 10...

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Trond Norbye schrieb:

> *I am currently trying to improve compile-time performance by introducing
> precompiled headers, but my tests so far have not given the expected
> results. Instead of a reduced compile time, I am getting an increased
> compile time.*
>
> *In my test I created a file called pch.cpp with the following content:*
>
> *#include "pch.h"*
>
> *And I compiled the file with:*
>
> *\$(COMPILE.cc) -xpch=collect:pch -xpchstop=pch.h pch.cpp*
>
> *In pch.h I added all of the header files that I used in the 6 files I
> was going to compile. This might not be the best test, since it was only
> one or two header files that was common for all of the files, but I
> would expect a small decrease of compile time at least).*
>
> *I used the following make rule to compile the files:*
>
> *\$(COMPILE.cc) -xpch=use:pch -xpchstop=pch.h filename*
>
> *And when I timed the runs I got:*
>
> *without precompiled headers: 30 seconds, with precompiled headers: 1m 30
> sec.*
>
> *When I look at the content of pch.Cpch it looks to me that this file is
> just a preprocessed version of all of the headers. Is this correct?*
>
> *Should I be doing this another way?*
>
> *Trond*

in my experience using precompiled headers is not worth the effort.
There might be cases where you really get improved compile time.
But I guess these situations are limited to case of e.g. gui

comp.unix.solaris: Re: precompiled headers and Sun Studio 10...

development, where most translation units include the same set of header files. In my project it also gave a regression concerning compile-time and additional dependencies for the build process. So I switched back to normal compilation. But then this was just a small project and I was using Studio 9.

Cheers,
Tom