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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Mon, 17 Sep 2007 21:47:13 GMT  
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luzr wrote on Mon, 17 September 2007 22:28sergei wrote on Mon, 17 September 2007 12:33  
redistributing a release-only lib to reduce final EXE size.

I would rather follow this approach.

Or perhaps even better, you can make debug version - with runtime checks but without the debug info.

BTW, as I think you know, you can run TheIDE in commandline mode too, so automated generation tool does not rule out use TheIDE as build tool. I am even willing to add functions to generate .libs directly - but I do not really know how to group all the stuff to libs.

Mirek

P.S.: Looking at all troubles you have with this reminds me why we have created theide For the first 2 years, U++, named SQL++ back then, was developed with Visual Studio 6.0...

Well, I want to keep SCU approach for debug. Debug EXEs are about 13MB - not too much. The heavy point in favor of this system is being able to step in U++ source during debug. + You could also easily modify U++ source while developing/debugging. So IMHO debug lib isn't necessary.

Release lib is also not necessary. It would be just an improvement for EXE size (I could create a lib with SCU approach, but it wouldn't make any difference - including a package would link all of it).

The problem with precompiled header vs SCU is the need to create project files. With SCU you can redistribute the source, user just includes necessary packages. With precompiled header you have to setup project files with all cpps + precompiled header to build a lib. Which isn't trivial, since not all cpps actually should be compiled. So, SCU gets a point for maintainability. Precompiled header is worth it only in release - smaller EXE. And only for programs that don't utilize most of the code in packages they use.

More interesting solution could be splitting packages, like instead of one huge CtrlLib, several with different kinds of widgets. But that's probably just too much work...

P.S. devpacks are released every 2-3 weeks, right? Can I get the current source tree somewhere?