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Subject: Re: U++ as .lib

Posted by [sergei](#) on Sat, 22 Sep 2007 15:44:28 GMT

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I tried to build U++ as a lib in MSVC8. The regular way, no SCU, no precompiled headers.

Results:

Debug - 76MB / 10 mins

Release - 353MB / 8 mins

While build times are very good, resulting size is quite a concern. Either I did something wrong, or lib in MSVC is absolutely unusable. I'll retry in Code::Blocks, and see if I get 400MB/10MB sizes I got before. If so, lib in MSVC probably won't work...

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