

---

Subject: Re: U++ as .lib

Posted by [sergei](#) on Sat, 22 Sep 2007 23:43:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

cbpporter wrote on Sun, 23 September 2007 00:04An how much time does it take to compile and link a test app with these libs. On my computer it takes 2-4 seconds in debug mode.

You also built U++ libs?

Hmm... since I've built the libs already, why not test

I've used the same Animated Hello example.

MSVC / debug / 76MB lib : 2.2MB / 10 sec

MSVC / release / 353MB lib : 544KB / 30 sec

MinGW / debug / 548MB lib : 7.3MB / 17 sec

MinGW / release / 13MB lib : 1MB / 8 sec

MSVC / debug / scu : 3.9MB / 32 sec

MSVC / release / scu : doesn't work... (stupid compiler/linker bug)

MinGW / debug / scu : 11MB / 1:34

MinGW / release / scu : 3.2MB / 4:00

I'll leave the conclusions to you

P.S. MinGW is usually slower and creates larger exes than MSVC8, and MSVC8 is usually slower and creates larger exes than MSVC71. So MinGW isn't such a good compiler . Any free/opensource alternatives?