Subject: Re: U++ as .lib
Posted by mirek on Sun, 23 Sep 2007 12:11:46 GMT

sergei wrote on Sat, 22 September 2007 19:43cbpporter 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 conslusions to you

Well, my conclusion is "avoid SCU and pursue reasonable .lib approach".

Mind you, things do not need to be perfect at this stage... Right now the goal is to open a way for people that are not ready (yet to use theide to play with U++.

Could you try debug .lib without full debug info? (Only basic info and ASSERTs).

Mirek