
Subject: Re: Quick and dirty solution to .icpp problem...

Posted by [sergei](#) on Sun, 28 Oct 2007 01:55:48 GMT

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Update: fixed icpps, Chameleon works, size went up - 2.0MB, got no clue why...

I'm attaching what I'm using, and a demo (UWord) project, maybe someone could guess what's up with the EXE size.

Instructions (MSVC):

- 0) Extract files into uppsrc folder, and add it to compiler's include path.
- 1) Create an empty lib project.
- 2) Add all files in UppLib folder to project (VS UI might become unresponsive for a while, just wait).
- 3) Change code generation to multi-threaded debug in debug, multi-threaded in release.
- 4) In release, set optimizations to custom, and add to compiler command line: /GS- /Ob2 /Gs /GF /Gy /Oi /Ot /Oy
- 5) Build library and copy to MSVC's lib directory.
- 6) Create a Win32 empty GUI project for UWord.
- 7) Add UWord.cpp, UppBase.cpp, UppBase.h from UWord folder to project.
- 8) Repeat 3 and 4 for this project.
- 9) Add winmm.lib mpr.lib to linker, and also debug and release libs to debug and release respectively.
- 10) Build, examine EXE size and program functionality.

File Attachments

- 1) [ULib.zip](#), downloaded 426 times
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