
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 374 times
