Subject: Re: C++ FQA
Posted by mirek on Mon, 12 Nov 2007 19:21:20 GMT

Mindtraveller wrote on Mon, 12 November 2007 09:54
The second issue about working with these resources is that heavy graphics usage led to fast-growing exe files

BTW, I am proud to say that U++ is now highly optimized here; not only are .iml compressed using zlib, but even more importantly, several images are always compressed in a single block; means you compress usually about 4KB of often related data together.

Mirek