
Subject: Re: Executable as DLL
Posted by [Novo](#) on Sun, 27 Feb 2011 18:45:28 GMT
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dolik.rce wrote on Sun, 27 February 2011 07:05 This is very interesting idea with a lot of potential...

I tried to get some more info about how to achieve similar thing in Linux and I came to this article on gcc wiki. It suggests a way how to (platform independently) separate public API from internal stuff, which I think could help a lot with making this automated.

Honza

This should be even easier on Unix because we do not need export libraries. The only problem is how to export required symbols. GCC linker doesn't export anything by default. This situation can be reversed by using -Wl,-E option. In this case all symbols will be exported. But we do not need all of them because this can affect performance and loading time as mentioned in the article. I checked this linker option with a simple console application and got 374088 versus 587080 bytes of executable size. -fvisibility=hidden option doesn't seem to affect size of executable. This is strange.
