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Subject: Stripping unnecessary classes

Posted by [Starlyght](#) on Fri, 02 Jun 2006 13:53:21 GMT

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Hi

I'm really starting to like U++. I have a question though:

I would like to optimize my executables size (I use static linking), and I thought I read somewhere you can strip unnecessary classes/components from U++. I'm afraid I have no clue how to do that though, so I was hoping someone could explain it to me?

U++ is what got me from VB6 to C++

Starlyght

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