Hello nlneilson

I am on Intel. In a perfect world, though I would be running BSD not Lubuntu. "The main constraint" for the 10MB top I speak of for this "Static Binary" -- the subject of this Post would be *Google App Engine's* file size limit or any other arbitrary business decision regarding file size downloads.

Regarding Intel, I "hacked" intel threading building blocks (TBB) once, but it was more than I needed (AND STUPID TOO) so I dumped it. We're talking about Intel Threading Building Blocks now.

Back to U++, can a newbie such as myself figure out how to include only the GUI related classes OR does everything get dumped into a U++ executable? (NOTE: I still have doubts.) I am assuming that only the used GUI classes get put into a U++ executable but because I am stupid, I have to ask here.

People are telling me that U++ doesn't have any dependencies I think. That is absurd, but like I said I'm stupid. I ran ldd on Linux once on a U++ executable and saw many, many foreign dependencies outside of U++ that frightened me greatly.

Following that, I had to immediately erase my entire operating system.

Carrying around a USB stick (Is that what a SD card is?) is not something I would be an advocate for though I do advocate.

Goodbye All