
Subject: Re: Static Binary

Posted by [dolik.rce](#) on Sat, 29 Sep 2012 08:36:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

jheblack wrote on Sat, 29 September 2012 08:47 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. The GUI classes (and lot of others too) are implemented as templates, so only those actually used are present in the resulting binary. Aside from that, U++ is modular so only those packages that you use are compiled. E.g.: if you don't need CodeEditor widget in your app, you just don't add the package and you save both compile time and result size.

jheblack wrote on Sat, 29 September 2012 08:47 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. Every software has dependencies U++ has fortunately very little. On windows, it depends AFAIK only on DLLs that come with windows installation, so you don't have to distribute them. On Linux, we use a few external libraries, but all of them are standard things present on 99% of computers anyway (e.g. libpng), so it is not a big deal as well. Number of the dependencies can be reduced by using flags, most notably NOGTK flag prevents against using anything GTK related, greatly reducing the number of shared libraries used. See attached file for comparison between normal, NOGTK and command line application. There is really nothing scary in the list of libs needed to run NOGTK variant of TheIDE

Honza

File Attachments

1) [ldd.txt](#), downloaded 347 times
