Subject: Re: Stripping U++
Posted by mirek on Sun, 05 May 2013 10:46:18 GMT

crydev wrote on Tue, 30 April 2013 15:42Hello,

I wonder, is there a way to strip U++ in a safe and efficient way? I mean for example, to remove networking, and getting rid of imports like MPR.dll, WINMM.dll, Shell32.dll and registry operations. Is there a way?

Regards,
crydev

Just like Nick said - in release mode, if you do not use e.g. TcpSocket, corresponding code is not linked into the application.

Mirek