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Subject: achieve low file size of compiled executable how ?

Posted by [khan999](#) on Fri, 01 Jan 2021 17:20:39 GMT

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Respected developers,

I have been using mfc visual studio.

Whenever I need low file size I simply use "Use MFC in a Shared DLL".

It becomes 9mb's to 100kb's executable.

And I am new to U++.

But here when I check shared libs option in U++ it becomes 6mb's to 1mb's only.

Is there any way I could achieve low file size as much as possible ? Or this is final expected size ?

I have hope because its uses MS VC++ and mfc also uses that same compiler.

Regards.

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