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, :p
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. :d