Subject: Re: achieve low file size of compiled executable how ?
Posted by mr_ped on Fri, 01 Jan 2021 23:37:33 GMT
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The U++ framework is quite independent from platform specific libraries (DLL files in windows, system libsomething.so in linux, ...), and even reimplementing some parts of standard C++ library.

So it's actually quite a big chunk of machine code, think more like kf5libs in KDE projects and similar (but KDE/Qt is even much much larger).

So 1-3MB is what is to be expected, it's not strong side of U++ to produce 64kiB intros, for that you need other tools (usually everything custom and not using any framework at all :)).

You could probably squash the executable further by using exe-packer like UPX, but then it will be more likely marked by modern antivirus heuristic as some generic threat or at least suspicious file.

Actually for large GUI apps, the final U++ executable is usually quite small (like under 10MB) compared to similar apps created in other toolkits, but for tiny apps like "hello world" there's extra price for the cross-platform nature of U++.