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Subject: Re: achieve low file size of compiled executable how ?

Posted by [khan999](#) on Sat, 02 Jan 2021 08:26:29 GMT

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If U++ would have GUI editor for win32 api as well, it would be more superb.

Okay no problem, I am happy to continue with U++ as U++ framework have GUI editor and less output file size including dependencies as compared to QT and C++ builder.

But I have 1 more concern. Does U++ supports to output file release in parts ?

I am sure it embeds all dependencies in 1 exe.

So I wish it would include dependencies as files not embeds.

Is there any option ?

And thanks for support.

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