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

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

[View Forum Message](#) <> [Reply to Message](#)

If U++ would have GUI editor for win32 api as well, :blush: 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. :d
