Subject: Re: files needed when distributing a u++ application (windows 10)
Posted by mirek on Sat, 02 Oct 2021 07:10:12 GMT

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No.

But it means you have built in debug. Recompile in release :)

In general, U++ itself produces self-contained .exe. So it is just .exe that you need to ship (unless you are using some 3rd party lib or have some asset files (but both are your issue, not U++'s))

Mirek