
Subject: Some Experiment with Size of Upp Executable

Posted by [Lance](#) on Mon, 27 Dec 2021 02:26:59 GMT

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Platform: Windows

Compiler:

CLANG64 (11.0.0 shipped with a recent U++ downloads)

MSBT (2022,version 19.30.30706 for x64)

All compiles in Release mode. Flags as automatically set by theide.

Test 1:

A blank Core Project

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
}
```

```
// MSBT22x64 Release 767488 722944 44544 5.80%
```

```
// MSBT22 Release 644608 611328 33280 5.16%
```

```
// CLANGx64 Release 1725952 1683968 41984 2.43%
```

```
// CLANG Release 1849856 1818112 31744 1.72%
```

Test 2: A blank CtrlLib project

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
}
```

```
// MSBT22x64 Release 2274816 2070528 204288 8.98%
```

```
// MSBT22 Release 1954304 1807360 146944 7.52%
```

```
// CLANG64 Release 4946432 4752896 193536 3.91%
```

```
// CLANG Release 5321728 5179904 141824 2.66%
```