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Subject: Re: how to reduce binary size?

Posted by [Novo](#) on Sun, 08 Jan 2023 15:13:57 GMT

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TheIDE allows you to build "All static" or "Use shared libs" configs.

"All static" is a default configuration on Windows if I remember correctly. If you switch to "Use shared libs" binary size of your app will be smaller. A tradeoff is performance (dynamic name binding) and compatibility (this is usually a problem with Unix & libc).

If you build a Release conf of your app with map-file enabled you can check code size of every function linked into your app using this app.

It supports map-file formats of pretty much all compilers including old game consoles.

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