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Subject: Re: Stripping an executable doesn't reduces it's size

Posted by [mirek](#) on Tue, 19 Dec 2006 11:56:11 GMT

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filipenf wrote on Tue, 19 December 2006 05:20Hello, I've generated a small executable and I've configured it with the MINGW optimal.

The size of executable is about 2.5mb and after I stripped it the size remains the same.

My question is: does theIDE strips the binary after compilation?

Stripping is a term used for removing debug info. Anyway, in optimal mode there is no debug info added in the compilation.

Sadly, mingw produces large binaries. Another issue to consider is that U++ contains a lot of stuff - it in fact reimplements almost everything from the ground up, in about 700KBs (MSC71). (Here, 700KB is con, but pros is that after that point, it grows very slowly - e.g. TheIDE is less than 4 MB total).

Mirek

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