Subject: Stripping unnecessary classes
Posted by Starlyght on Fri, 02 Jun 2006 13:53:21 GMT

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Hi

I'm really starting to like U++. I have a question though:

I would like to optimize my executables size (I use static linking), and I thought I read somewhere you can strip unnecessary classes/components from U++. I'm afraid I have no clue how to do that though, so I was hoping someone could explain it to me?

U++ is what got me from VB6 to C++

Starlyght

Subject: Re: Stripping unnecessary classes
Posted by mirek on Sun, 04 Jun 2006 16:32:56 GMT

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Starlyght wrote on Fri, 02 June 2006 09:53Hi

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Starlyght

Well, this is done automatically by linker.

In fact, in 605 stable version, there are some reserves that are being resolved now - current "minimal GUI .exe" is about 700KB (compiled with MSC7.1).

I am afraid that going below that is unlikely and in fact, I do not consider this an important design goal.

Mirek

Subject: Re: Stripping unnecessary classes
Posted by Starlyght on Mon, 05 Jun 2006 08:39:06 GMT

Thanks for the reply.

I'm glad it happens automatically. The exe size is quite small compared to the amount of features it can contain, so I'm happy