Subject: files needed when distributing a u++ application (windows 10)
Posted by BetoValle on Fri, 01 Oct 2021 20:58:18 GMT
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Hi,

When I distribute an application to be installed on another machine/notebook, in addition to the executable file, is it necessary to also install the .pdb file generated by the u++ compiler? What is this file? (if yes, do you also have any additional files to install?)

Thanks!

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

Subject: Re: files needed when distributing a u++ application (windows 10)
Posted by BetoValle on Sat, 02 Oct 2021 14:23:28 GMT
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Thanks!