Subject: Speed-up linking
Posted by lectus on Fri, 06 Oct 2006 01:11:21 GMT
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Is it possible to speed-up linking with Mingw?
Or do I have to move to MSVC++ Express to get faster linking?
Linking here with lastest upp-dev/mingw is 1:09.71 of a simple application with a window and few controls. Is it normal?

Subject: Re: Speed-up linking
Posted by mirek on Fri, 06 Oct 2006 07:26:24 GMT
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lectus wrote on Thu, 05 October 2006 21:11Is it possible to speed-up linking with Mingw?
Or do I have to move to MSVC++ Express to get faster linking?
Linking here with lastest upp-dev/mingw is 1:09.71 of a simple application with a window and few controls. Is it normal?

No. Should be about 10s max. (But MSC is much faster anyway - best is 7.1).

Subject: Re: Speed-up linking
Posted by forlano on Fri, 06 Oct 2006 07:32:31 GMT
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lectus wrote on Fri, 06 October 2006 03:11Is it possible to speed-up linking with Mingw?
Or do I have to move to MSVC++ Express to get faster linking?
Linking here with lastest upp-dev/mingw is 1:09.71 of a simple application with a window and few controls. Is it normal?

Move to MSVC++ Express as soon as possible!
Luigi

Subject: Re: Speed-up linking
Posted by mirek on Fri, 06 Oct 2006 14:30:38 GMT
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Actually, the best compiler for U++ is MSC7.1. MSC8.0 is slower (lacks usable automatic precompiled headers) and produces a little bit larger exes in release mode...

Subject: Re: Speed-up linking
Posted by Werner on Fri, 06 Oct 2006 15:13:04 GMT

luzr wrote on Fri, 06 October 2006 16:30Actually, the best compiler for U++ is MSC7.1. MSC8.0 is slower (lacks usable automatic precompiled headers) and produces a little bit larger exes in release mode...

You are quite certainly right. But to be fair to Microsoft one might want to take into considertation "New Standard C++ Library Features" (http://msdn2.microsoft.com/en-us/library/ms235424.aspx) and "What's New in Visual C++ Compiler, Language, and Tools" (http://msdn2.microsoft.com/en-us/library/f0tby9k9.aspx).

By the way, it is possible to overcome some of the limitations of the Visual C++ 2005 Express Edition by applying the knowledge found in "Using the Free Visual C++ 2005 Express Edition to Develop Win32 Applications" (http://www.codeproject.com/useritems/FreeVS2005Win32.asp).

Werner

Subject: Re: Speed-up linking
Posted by lectus on Fri, 06 Oct 2006 17:17:53 GMT

"No. Should be about 10s max."
How do you get this? If I can do some configuration to speed-up the linking like this I would not need to download the big VC++ Express+Platform SDK.
I don't understand this. When C++ compilers get more ANSI compliant they become worse. VC++ 7.1 is better than VC++ 8.0. Also GCC 2.5 produced smaller/faster code than GCC 3.1 (that is more ANSI compliant). Why this?
I think if the linking is faster at least during development and slower at the the final release it would be OK.
Which is faster? Mingw debug, Mingw optimal, Mingw speed, Mingw size?
Thanks!!

Subject: Re: Speed-up linking
Posted by mirek on Fri, 06 Oct 2006 19:14:45 GMT

Well, I have just downloaded latest mingw-dev for tests:

----- Days (GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32) (9 / 9)
main.cpp
Days: 1 file(s) built in (0:04.70), 4703 msecs / file, duration = 4703 msecs
Linking...

(option '-O 2' ignored)
___main: duplicate
-> used: libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
C:\mingw\out\MINGW.Debug_full.Gui\Days.exe (11353340 B) linked in (0:02.96)

OK. (1:58.01)

...as it works out of box... (My slow notebook 1.8Ghz Semptron, 768MB RAM, 4200rpm HD). Hard to say what is wrong with your setup.

And yes, debug builds should be fastest as they use BLITZ..

Subject: Re: Speed-up linking
Posted by lectus on Fri, 06 Oct 2006 20:30:00 GMT
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Here, Athlon XP 2000+ (1.6GZ), 256MB RAM, 7200RPM HD:
Quote:----- Days (GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32) (9 / 9)
main.cpp
Days: 1 file(s) built in (0:10.89), 10891 msecs / file, duration = 10907 msecs
Linking...
C:\upp\out\MINGW.Debug_full.Gui\Days.exe (12590698 B) linked in (0:31.26)

OK. (0:42.45)
I think the speed is right.
I like U++ a lot, but Mingw speed is quite boring. I think I'll install MSVC++ 2003 Toolkit(not 2005 Express - I don't need the IDE)+Platform SDK, even if it will waste some HD space, but it'll be faster to compile/test/learn with U++ and build some applications.

Thanks for attention!

Subject: Re: Speed-up linking
Posted by mirek on Fri, 06 Oct 2006 20:34:14 GMT
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BTW, if you are using "regular" mingw (not -mingw version of U++), try to use -mingw U++ instead - we have replaced ld.exe with our linker rewritten from the scratch (much faster).

Subject: Re: Speed-up linking
Posted by lectus on Fri, 06 Oct 2006 22:39:44 GMT

I was using the Mingw that comes with U++.
I'm now using VC++ 2005 Express (couldn't find my VC++ 2003 Toolkit), and I installed just the command line compiler with the Platform SDK (without IDE).
I couldn't use BLITZ and the compilation was slower than Mingw with BLITZ. But now that the library is already built the compilation and linking of applications are faster. Plus, with VC++ the size of final application is smaller.
Mingw size -> 1,72MB
VC++ 2005 size -> 0,98MB
If I use UPX to pack, the final application built with VC++ is about 300KB.
I know that the library is all inside the EXE and it does not need any DLL. So, this size is quite fair, although I think it could be improved.

Anyway, keep up the good work!
And thanks for the free IDE/library!

Subject: Re: Speed-up linking
Posted by mirek on Sat, 07 Oct 2006 05:50:42 GMT

lectus wrote on Fri, 06 October 2006 18:39I was using the Mingw that comes with U++.
I'm now using VC++ 2005 Express (couldn't find my VC++ 2003 Toolkit), and I installed just the command line compiler with the Platform SDK (without IDE).
I couldn't use BLITZ and the compilation was slower than Mingw with BLITZ.

Both is really strange. Might be those 256MB.

If I have a time, I will check with my old 256MB machine.

Mirek