Subject: Stripping an executable doesn't reduces it's size
Posted by filipenf on Tue, 19 Dec 2006 10:20:10 GMT

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Hello, 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?

I need to know more about the blitz build, what is it, how does it work, etc...

Thanks

Subject: Re: Stripping an executable doesn't reduces it's size
Posted by zsolt on Tue, 19 Dec 2006 10:27:53 GMT

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Yes, it is stripped. If you want smaller executables, you have to use MSC instead of MINGW.
You can read a lot info about BLITZ in this topic:
 http://www.ultimatepp.org/forum/index.php?t=msg&th=214&a mp;start=0&

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.

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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

Subject: Re: Stripping an executable doesn't reduces it's size
Posted by exolon on Tue, 13 Feb 2007 02:09:40 GMT

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Btw, if this looks "unsightly", UPX does a good job packing executables with no noticeable extraction lag (in fact, for larger files it's surely faster than loading those extra megs).

Try 'upx --ultra-brute theide.exe' and see - but go for a nice long walk while it's working. I think it lopped off at least 2 or 3 megs for me (down to 1822208 bytes).