Subject: Stripping U++
Posted by crydev on Tue, 30 Apr 2013 19:42:34 GMT
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Hello,

I wonder, is there a way to strip U++ in a safe and efficient way? I mean for example, to remove networking, and getting rid of imports like MPR.dll, WINMM.dll, Shell32.dll and registry operations. Is there a way?

Regards,
crydev

Subject: Re: Stripping U++
Posted by nlneilson on Tue, 30 Apr 2013 20:15:08 GMT
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You should be able to delete much of the stuff from the download package. But what is the reason. Your final executable will not include it. Another benefit of C++.

I work with a java package (NASA WW) that is about 300MB
I clipped it down to about 60MB
Otherwise the executable .jar file was about 27MB with a lot of stuff that is never used is in that file.
After clipping the .jar file is a little over 6MB

What purpose is there in clipping upp?

Subject: Re: Stripping U++
Posted by mirek on Sun, 05 May 2013 10:46:18 GMT
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crydev wrote on Tue, 30 April 2013 15:42Hello,

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Regards,
crydev

Just like Nick said - in release mode, if you do not use e.g. TcpSocket, corresponding code is not linked into the application.

Mirek