
Subject: Re: How to write a dll using Ultimate++?
Posted by [fudadmin](#) on Sat, 25 Aug 2007 23:49:36 GMT
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Something wrong here with question (project structure?) formulation...

Oblivion, you said you can't pack U++ code into dll and then you say:

Quote: Actually, I have a bunch of dlls which contain GUI code in my project.

That means, you have got some extra-terrestrial (not U++) GUI code like wxWidgets, Fox etc., does it?

(additional question: Why not to convert all the GUI into U++, then)?

Quote: If I link these dlls statically with U++, I get a "huge" dll file (1 to 3 megs depending on it's profile Shocked)

I wouldn't say 1-3 Mb is huge these days...

Quote: Assume that I have 3 different dll's which contain U++ code, then the total file size of the dll's would get to almost 6-10 megs Shocked . Now, I call this hell! Razz That's why I need U++ in a dll. (I assume you've checked it in release mode) But... is 6-10mb a really such a big problem to load for nowadays computers?

OTOH, check and compare theide and let's say firefox memory usage... One year ago and a bit, when I was using widows, theide memory usage was comparable to that of notepad.exe...

Also, the assumption logic that, if you merge 3 U++ programs of 2 Mb into one, you'll get 6 Mb is very suspicious (mildly speaking, imo). Could someone (Mirek?) confirm/deny that?

So, the size of app is your main worry?

If that is the case maybe is worth to think about e.g compression of the executable, using better compiler on windows, playing with optim flags.

And lastly, why not to make U++ your main part and to load other parts as dlls?
