

Why would release static lib be significantly larger than my debug build?

Why would release static lib be significantly larger than my debug build?

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-01/msg00312.html>

- *From:* nospam <nospam@xxxxxxxxxx>
 - *Date:* Fri, 12 Jan 2007 02:58:59 GMT
-

I have a VS2005 static library project of unmanaged C++ code. When I compile and link, I noticed that my debug lib is 2668K and the release build is over 16K. Why would release static lib be significantly larger than my debug build? Release is using /MD and Debug /MDD for runtime libraries. Debug information is disabled in release, NDEBUG is defined, optimization is set to speed, browse information is set to none.

Here is the compile command line options:

```
/O2 /GL /D "WIN32" /D "NDEBUG" /D "_WINDOWS" /D "GARXFACE4_STATIC" /FD /EHsc /MD  
/Yu"stdafx.h" /Fp"Static Release\GarXface4.pch" /Fo"Static Release\2005\\" /Fd"Static Release\vc80.pdb"  
/W3 /nologo /c /Wp64 /TP /errorReport:prompt
```

And the linker command line:

```
/OUT:"lib/2005/GarXface4.lib" /NOLOGO /LTCG
```

I have the same project in VS2003 and the release build is about half the size of the debug build.

What should I be looking for that makes my VS2005 release so large?

—

Bruce E. Stemplewski
GarXface OCX and C++ Class Library for the Garmin GPS
www.stemsoft.com
.