

Re: Console App in one EXE file

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- *From:* Gerry Hickman <gerry666uk2@xxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 28 Oct 2008 21:56:56 +0000
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Dear Hongye Sun,

Thank you for your new feedback on this.

One other point I need to clarify;

In your first reply about using private assemblies, you asked me to copy the two files Microsoft.VC90.CRT and Microsoft.VC90.MFC to the /bin folder.

I understand this, but I forgot to explain that my project is native C/C++, it does not use /clr.

Can I still use the private assemblies method for this type of project?

Thanks for your reply and great feedback, Gerry. I will forward your concern about documentation to relevant team.

I have the same opinion as yours: static linking is the only way to deploy only one file application.

Before using static linking, I would like to let you know its disadvantages first, so that you could get more information to make choice.

- #1: Because linked libraries are built into exe file, the file become much larger.
- #2: When DLL changed, you must re-link and re-deploy exe file to include the changes.
- #3: If multiple processes are created on the exe file, they will not share the DLL file. Every process will keep a copy of the DLL in memory.

I am very glad to hear that my reply helps you. Hoping for more cooperation with you in future.

Regards,
Hongye Sun (hongyes@xxxxxxxxxxxxxxxxxxxxxx, remove 'online.')

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Gerry Hickman (London UK)