

Re: Output dll bigger with VS 2005

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1. Check the command line switches that are used with eVC4 and VS2005 (as there are some differences in defaults, in particular -GR and -EHsc, that may explain some of the differences)

2. I'm not sure what you mean by "release ... without any optimization enabled" ? Release builds in VS do have optimizations enabled.

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Thank you,
Leonard Mosescu, Microsoft Windows CE Compiler Team

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"Jeff Morin" <JeffMorin@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message <news:1D0ADBA4-0B74-4A02-AF92-2DB22418B0A4@xxxxxxxxxxxxxxxxxxxx>

Hi!

We recently converted our projects to Visual Studio 2005 and realized that the size of generated dlls in debug is a lot bigger than with eVC. When debug dlls are compiled with VS 2005 they use too much space in memory and we don't have enough memory to start the application (due to the 32MB limitation per process). This is a major problem because we have to enable the optimization to decrease dlls size which makes the debugging a lot more complicated.

I noticed two things:

1. A non-mfc dll compiled with the preprocessor defenition _DEBUG and using the multi-threaded debug (/MTd) runtime library takes ~1 100KB more than one using the multi-threaded (/MT) runtime library. The libraries statically linked with the runtime library options are libcmtd.lib and libcmtd.lib which

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only have 200KB of difference in size. So why my dll with /MTd gets so big?

2. We have a big debug mfc dll that takes 2 440KB with the Minimize Size optimization enabled and 11 231KB without optimization. In release it takes 2 777KB without any optimization enabled. One again do you know where the size difference comes from?

Any clue would be appreciated...

Thank you.
JF Morin