
Subject: Re: creating a windows exe program
Posted by [penteado](#) on Sat, 13 Feb 2010 16:03:34 GMT
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On Feb 12, 6:41 pm, nata <bernat.puigdomen...@gmail.com> wrote:

- > I have 2 more question:
- > 1) All the .bin files that I'll find in the idl71_rt.tar.gz file and
- > all that you explained in this old post, will it works with IDL 7.0?

I expect it to work, since make_rt just copies files and makes start scripts, and it can take external bin directories and manifest files (idldir and manifest keywords).

- >
- > 2) Another thing is, if I build a cross-platform IDL application, it
- > will take a lot of space?. I mean, if the content of the
- > idl71_rt.tar.gz is more than 500Mb it means that the final compiled
- > program will have this kind of size?

That file is large because has the bin directories of 7 different versions: Win 32 and 64, Linux 32 and 64, and Mac PPC, Intel 32 and Intel 64. Additionally, not all its contents is used on every distribution produced, and some control over it can be don with make_rt's keywords.

The smallest sizes of the resulting directories I have seen are 50-80MB, depending on the platform. But even so, they include many files that may be erased if the application does not use that particular feature (such as help, maps, itools, and bridges).
