

Compiler

The [Release Manager](#) has a build in diff compiler that achieves very small patch results. The compiler does take a bit more processing power and requires a fair deal of memory but the results are well and truly worth it. Take a look below at our own results with [Battle Arena Drones](#) using a different release tool and then the results using [Release Manager](#).

| Ver | Competitor A | Release Manager | Saving |
|--------|------------------------------------|-----------------|--------|
| 0.0.6 | 55,445 kb | 922 kb | 98% |
| 0.0.7 | 55,359 kb | 276 kb | 99% |
| 0.0.8 | We skipped releasing version 0.0.8 | | |
| 0.0.9 | 64,612 kb | 2,774 kb | 95% |
| 0.0.9a | 1,205 kb | 7 kb | 99% |

This means that uploading your patch will take less time. Additionally it saves your users bandwidth and frustration.

The savings will vary depending on your product structure and additionally on how much you changed between releases and the type of files that were changed.

From:
<http://info.celestial-games.com/> -

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<http://info.celestial-games.com/doku.php?id=releasemanager:compiler>

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