

From [jackchaos](#) via [Code Optimization](#)

From I've been watching my code block size increase steadily as I work on my project and I'm now aware first hand of how assembler can be much more efficient than what a compiler can do.

I wanted to share a method I use to determine if my C optimizations are reducing the code size.

If you look inside the project.map file, at the top, look for the name of the function you're working on like this:

S_main__Update_LF0_LED_Status	code	0x006304	program	0x0000fa
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On the end is the size of the function in bytes: 0x0000fa = 250 bytes

Every time you compile your source, the project.map will update the starting address of the functions and show the bytes it uses.

From:

<http://wiki.midibox.org/> - **MIDIbox**

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http://wiki.midibox.org/doku.php?id=compiled_c_code_size

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