

## Step 5 - Compiler Settings

The screenshot shows the 'Import VB6 Project Group Wizard' dialog box, specifically Step 5 of 8: Compiler settings. The dialog has a blue title bar and a blue sidebar on the left. The sidebar contains the text 'Back to Common Settings' at the top, 'Step 5 of 8 Compiler settings' in the middle, and 'Next Step Make Settings' at the bottom. The main area of the dialog is titled 'Import VB6 Project Group Wizard' and contains the following options:

- ☒ Use Common Compiler settings
- ☐ Compile to P-Code
- ☒ Compile to Native-Code
- ☒ Optimize for Fast Code
- ☐ Optimize for Small Code
- ☐ No Optimization
- ☐ Favour Pentium Pro(tm)
- ☐ Create Symbolic Debug Info
- Advanced Optimizations**
  - ☐ Assume No Aliasing
  - ☐ Remove Array Bounds Checks
  - ☐ Remove Integer Overflow Checks
  - ☐ Remove Floating Point Error Checks
  - ☐ Allow Unrounded Floating Point Operations
  - ☐ Remove Safe Pentium(tm) FDIV Checks
- DLL Base Address:  ☐ Generate Random addresses

At the bottom of the dialog are three buttons: '< Back', 'Next >', and 'Cancel'.

Use Common Compiler Settings

Compile to P-Code

Compile to Native-Code

Optimise for Fast Code

Optimise for Small Code

No Optimisations

Favour Pentium Pro(tm)

Create Symbolic Debug Info

Advanced Optimisations

Assume No Aliasing

Remove Array Bounds Checks

Remove Integer Overflow Checks

Remove Floating Point Error Checks

Allow Unrounded Floating Point Operations

Remove Safe Pentium(tm) FDIV Checks

DLL Base Address

**Generate Random Address**

Next: [Step 6 - Make Settings](#)