
Subject: Re: using debugger and assert
Posted by [captainc](#) on Mon, 13 Oct 2008 14:28:32 GMT
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If you didn't call it, it was probably called using one of the U++ containers. I would insert a breakpoint at places like Vector Add()/Remove()/etc methods.

Is this what you mean? That you get taken to files like Vcont.h instead of your source file?
