Subject: The debugger crashed
Posted by screw on Thu, 19 Feb 2009 13:21:07 GMT
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Hi!

I'm new in the ultimate++. I wrote simple program with a button and I would like to debug it.
But after breakpoint of the callback of button the CPU usage went up 100 percent and the IDE didn't respont.

My operating system is Win XP sp3.

(And my other problem, under compilation the memory usage is too high about 300-400MB. It is OK?)

Thank you.