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

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.