
Subject: Re: The debugger crashed

Posted by [mr_ped](#) on Thu, 19 Feb 2009 13:32:09 GMT

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MINGW? Did you wait long enough (couple of minutes) if the debug will recover and stop at the breakpoint? (Debugging with TheIDE+MINGW under WinXP is total pain)

The memory usage during compilation looks ok to me.

Maybe you should try MSCC, if it's possible for you, U++ supports the debugging a bit better with it.

Other way is to use more LOG() and similar things to debug application without debugger.
