Subject: Re: Windows 7 and U++

Mirek,

What you are saying is that it is not possible to debug a 64 bit compiled application with U++, is it not?

For example, let us say that you are planning to compile a program with U++, using the Microsoft 64 bit C++ compiler, is it possible to do it completely in U++, including its debugging?

Since you are working with a 64 bit environment (Win 7-64 bits), are not you making the most of it? I mean a 64 bit application, running in a 64 bit environment, has to be better compared with its equivalent developed in a 32 bit system.

Javier