
Subject: Re: Windows 7 and U++
Posted by [mirek](#) on Sun, 24 Jul 2011 12:45:08 GMT
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281264 wrote on Sun, 24 July 2011 05:26Mirek,

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?

Yes, everything works except integrated debugger.

Quote:

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.

Only marginally. And as the most executables I produce for my living have to work on 32-bit windows, it really does not matter much.

I guess for most win32 programmers this is the same. Perhaps this is why nobody bothered to fix that debugger yet (Even if that should be relatively easy).

Mirek
