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Subject: Re: Windows 7 and U++  
Posted by [mirek](#) on Sun, 24 Jul 2011 21:15:00 GMT  
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281264 wrote on Sun, 24 July 2011 15:41Mirek,  
I think he refers to the 64 bit case; it would be great if someone fixes the debugger for this case.

Anyway, I think the migration to a full 64 bit environment is unstoppable (the same as when we passed from 16 bits to 32 bits!), so it is better to joint it!.

Javier

Well, actually, as matter of fact, 16->32 bits was a big change (a big simplification), 32->64 is negligible change.

You can debug your U++ code compiled 32bit and then compile 64 and there is 99% chance it will work. I am doing that on regular basis in my work - we share code that I get developed in 32-bit windows and later it runs (without much further testing) on 64bit linux.

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