

---

Subject: Hex numbers in the debugger

Posted by [Runik](#) on Mon, 11 Feb 2013 08:44:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

After using Visual C++ and Boost for some years, I discovered Upp and I love it so far. Working with it is a bit different than what I'm used to, but I'm getting better day after day.

However something's bothering me : I haven't been able to configure the debugger to display numbers in hex format ... is it even possible ?

I'm not a fan of decimal representation during debugging, and that's also disturbing as the memory representation is in hex numbers ...

Am I missing something there ?

Thanks for reading me

---