Subject: Debugger ignore breakpoint in headerfile
Posted by ren42 on Fri, 28 Jul 2006 19:48:55 GMT

Hello altogether,
first i want say, you did a wonderful work. I'm very impressed
about all those features UPP have.

So I get confused that the debugger ignored breakpoints
in headerfiles. The reason is: I enclosed my headers,
except for the STL, in doubleqoutes e.g.:
#include "hyperclass.hpp" <--- Breakpoints will be ignored
Now i find the workaround:
#include <mainPackage/hyperclass.hpp> <--- Now it works
But i think it's not a bug, it's a feature, so i can organize
my code better
BTW, please tell me, how can i make the debugger stop, if an
error occur? The option "Stop on Error" is aktivated.

Many thanks in advance