
Subject: Re: Problems debugging with Visual C++
Posted by [mirek](#) on Thu, 18 Sep 2014 11:06:27 GMT
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Ops, no need.

I guess I have found it. Such a stupid bug...

Please try to replace this method:

```
const VectorMap<int, Pdb::CpuRegister>& Pdb::GetRegisterList()
{
    static VectorMap<int, CpuRegister> r32;
    ONCELOCK {
#define CPU_REG(sym_, context_var, kind_, name_, flags_) { CpuRegister& r = r32.Add(sym_);
r.sym = sym_; r.kind = kind_; r.name = name_; r.flags = flags_; }
#include "i386.cpu"
#undef CPU_REG
    }
#ifdef CPU_64
    static VectorMap<int, CpuRegister> r64;
    ONCELOCK {
#define CPU_REG(sym_, context_var, kind_, name_, flags_) { CpuRegister& r = r64.Add(sym_);
r.sym = sym_; r.kind = kind_; r.name = name_; r.flags = flags_; }
#include "amd64.cpu"
#undef CPU_REG
    }
    return win64 ? r64 : r32;
#else
    return r32;
#endif
}
```
