

---

Subject: Re: Problems debugging with Visual C++  
Posted by [mirek](#) on Thu, 18 Sep 2014 21:20:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

frankdeprins wrote on Thu, 18 September 2014 14:04No problem at all; it's the least I can do to thank for such a great environment.

By the way: I understand you are using Upp for 64 bit windows development.  
Since I got my new machine, yesterday, I wonder if the conversion from 32 bit is a smooth ride.

I guess it always was. Well, before last batch of changes in debugger, you had to use 32-bit theide and was only able to debug 32-bit apps (but you could compile 64-bits even then). Now you can use 32-bit compiled theide.exe in the same mode as before and 64-bit for both 32-bit and 64-bit debugging.

Are you using Visual Studio 13?  
[/quote]

I am only using the free SDK, usually, it includes all you need for U++.

Mirek