
Subject: Re: Regularly Crash on MSC12x64
Posted by [mirek](#) on Mon, 21 Sep 2015 14:17:37 GMT
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Hi,

"shared dlls": do you mean "Used shared lib" option in build mode?

Other than that, 2.7G for .cfg file is a lot - it likely is the issue. Delete it :) You can safely delete the whole cfg folder content, these are cache files and some per project configs, but nothing that could not be restored easily.

Other than that, it looks like you have hit on some issue with 'old' C++ parsing machinery (for 'intellisense' and code navigation). Currently, we are month or two before releasing new version which has this part completely refactored, so it would be now pointless to fix older release.

Right now, I would recommend trying nightly build instead ([http://www.ultimatepp.org/www\\$suppweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$suppweb$nightly$en-us.html)). Except occasional hiccup, it usually tends to be better choice, especially at this 'prerelease' times.

Also, it is definitely worth going for VS2015. It is the first Microsoft compiler that is compliant enough to activate C++11 features in U++. Right now, automated setup is not finished yet, but you can easily do it by putting .bm files to theide.exe folder (<http://www.ultimatepp.org/forums/index.php?t=msg&th=9377 &start=0&>).

Mirek
