
Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [cbpporter](#) on Mon, 14 Dec 2015 21:31:03 GMT
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mirek wrote on Mon, 14 December 2015 15:36cbpporter wrote on Mon, 14 December 2015 13:13Well the debugger is still very unreliable. It sometimes jumps way too much when stepping over. I press F10 and it sometimes leaves me at a random point in the execution timeline that executes the line I have skipped. Using F11 to step into and the stepping over until the function calls end will suppress this skipping operation. If I put a breakpoints in the code that is skipped, it won't trigger.

It would be worth mentioning which platform you are referring :)

Anyway, I suppose it is .pdb. I agree, but I am afraid that we are limited to what is given to us by dbghelp.dll...

Mirek

Next year I am going to have to develop a simple debugger and naturally I was going to look at TheIDE as inspiration. It's a shame that dbghelp has some problems, but I think it will still serve my needs well enough.

Quote:

We really support just VS2015.

I know that support for some of VS2012 versions had problems. Anyway, I could not justify the time fixing that, when 2012 C++ is not good enough for U++ pick/clone and VS2015 is finally good and available for free. That is why it is "legacy".

Ah OK! So only VS 2015. I will no longer report issues with previous versions then. But hopefully if I fill in the fields for the build methods manually it will still compile. I shall try tomorrow.
