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Subject: Re: U++ 2017.2 released

Posted by [cbpporter](#) on Mon, 15 Jan 2018 09:37:55 GMT

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My tests were with a self-compiled TheIDE, but I was using a 64bit to debug 32, like I usually do. Updating to nightly didn't help.

But I figured that my upp folder was compromised and indeed, after a fresh install, it works. As an added bonus BLITZ works again. It didn't on my broken setup. Autodection works too, at least for 2017.

So everything is a go. Thank you!

Which reminds me: it is probably time to stop using 32 bit for good.

How do you manage both 32 and 64 bit binary releases? Not for U++, but in general. Two packages? One package with both 32 bit and 64 binaries, with different names? Is there some lightweight .bat or .exe or something to autodetect and launch the proper version?

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