Dear everyone,

I'm playing with U++, trying to start doing something useful... I'm just past the "hello world" stage and would like to use the built-in debugging capabilities.

My app is still pretty simple (I hope) - although I'm using the ScatterDraw component, which is actually quite rich and its source code is not exactly tiny. I'm also using the kissfft. And an external rtlsdr library, in the form of a DLL that does not have debugging symbols, and may be forking some threads on its own (not sure). Normally I build in the "release" mode, and my app is about 5 MB large. If I switch to the "debug" mode, the compiled binary is about 129 MB. I'm attaching the "output mode" menu as it looks in my UPP install. I have not tweaked anything in that "output mode" menu, just release vs. debug. Still, even after I invoke Build->Clean, switch to Debug output mode and rebuild the app and its source-level dependencies, whenever I try the "Debug" command (F5), all I ever get is a message box saying
"Failed to obtain information about threads. Make sure your application possesses debug info."
etc.

Is this something trivial, or would I need to compile the rtlsdr.dll from source code as well, or is there some other voodoo in play? Should I toggle the debugging symbols per component in the "output mode" menu?

Any ideas welcome :)

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File Attachments
1) UPP_output_mode.png, downloaded 286 times