Subject: Re: U++ TheIDE integrated debugging tutorial ?
Posted by xrysf03 on Tue, 22 Oct 2019 16:27:35 GMT
View Forum Message <> Reply to Message

Dear Koldo,

thanks for all the tips and for your immediate responses :)
Yes I'm using MinGW, and for the moment it does the job fine.
Debugging mode is not my favourite...

I've tried the same approach on my earlier "hello world" app: pretty much an empty GUI window
with a single text label, just the "main.c" translation unit, no libraries... and even that ended up with
the same error message.

I've tried doing this in TheIDE (the OS is 64bit) and TheIDE32, and they both behave the same.

I should say that I'm using a pretty old build: 12610 nightly. I should probably try an update to a
more recent release or some fresh nightly before asking silly questions. Time for that later, I
guess. The problem I'm debugging in my toy app should not be too complicated, I guess I can
swat that bug using just basic instrumentation, without debugging symbols enabled.

Thanks again for your help. I'll post to this thread again, if I discover something worth reporting -
but before that, I'd do my homework and install a current version of U++ :)

Thanks for making U++ freely available.

Frank