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Subject: Re: no variables in debug mode

Posted by [peterh](#) on Fri, 16 Sep 2022 03:37:03 GMT

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There is a call "IsDebuggerPresent()" which tells you if a debugger is attached.

(This will probably also return "true" if the program was compiled in release mode and a debugger is attached)

Also there are logging macros which are only compiled in debug mode.

So there must be a macro (preprocessor symbol) which is defined in debug mode only, but I do not know the name.

Possibly study the logging macros and their source to see how this works.

Alternatively you can add your own macro to the compiler options.

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