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Subject: Show the registers when debugging  
Posted by [\\_Seven\\_](#) on Sat, 03 Mar 2007 23:15:54 GMT  
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Hi. I want to know, if it possible, to see while debugging the registers of the stack. I took off the registers that i want to see from VS C++ 2005

```
ST0 = +0.0000000000000000e+0000  ST1 = +0.0000000000000000e+0000  
ST2 = +6.5504915520268907e-1074  ST3 = +0.0000000042294290e-0302  
ST4 = +4.0000000000000000e+0000  ST5 = +1.0000000000000000e+0000  
ST6 = +2.0000000000000000e+0000  ST7 = +4.0000000000000000e+0000
```

How i can see this registers on U++?  
Thanks for your help

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Subject: Re: Show the registers when debugging  
Posted by [exolon](#) on Sun, 04 Mar 2007 14:42:27 GMT  
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Looks like you mean you're watching values on the stack in a certain format (int/double/etc). They're not registers though.

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Subject: Re: Show the registers when debugging  
Posted by [mirek](#) on Fri, 09 Mar 2007 17:31:52 GMT  
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exolon wrote on Sun, 04 March 2007 09:42 Looks like you mean you're watching values on the stack in a certain format (int/double/etc). They're not registers though.

I believe that in fact, these are x87 FPU stack registers....

Well, I am adding to the ToDo list to provide some more complex "Registers" window....

Mirek

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