Subject: Hex numbers in the debugger
Posted by Runik on Mon, 11 Feb 2013 08:44:07 GMT

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Hello,

After using Visual C++ and Boost for some years, I discovered Upp and I love it so far. Working with it is a bit different than what I'm used to, but I'm getting better day after day.

However something's bothering me : I haven't been able to configure the debugger to display numbers in hex format ... is it even possible ?
I'm not a fan of decimal representation during debugging, and that's also disturbing as the memory representation is in hex numbers ...
Am I missing something there ?

Thanks for reading me