

U++ - Bug #1892

Live debugging doesn't work for 32-bit MINGW

07/18/2018 06:59 PM - Zbigniew Rebacz

Status:	Approved	Start date:	07/18/2018
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:	Release 2020.1	Spent time:	0.00 hour

Description

It seems that live debugging doesn't work for default 32-bit MINGW build method. It should be fixed, because it is the first option new user will use...

History

#1 - 07/18/2018 07:00 PM - Zbigniew Rebacz

- Description updated

#2 - 07/21/2018 07:53 PM - Zbigniew Rebacz

- Status changed from New to Rejected

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

- Priority changed from Urgent to Normal

I do not full understand the problem, but it seems there is not compatibility between 64bit TheIDE and 32-bit app. When reswitch to 32-bit TheIDE the problem has gone.

I reject the issue, because it is probably not fixable and it deepens on external factors. Mirek, please let me know what do you think?

#3 - 07/21/2018 09:59 PM - Miroslav Fidler

- Status changed from Rejected to New

#4 - 07/30/2018 12:28 AM - Zbigniew Rebacz

- Status changed from New to Ready for QA

- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

#5 - 06/24/2019 01:28 AM - Zbigniew Rebacz

- Target version changed from Release 2019.1 to Release 2019.2

#6 - 11/01/2019 11:20 AM - Zbigniew Rebacz

- Target version changed from Release 2019.2 to Release 2020.1

#7 - 02/18/2020 02:01 PM - Miroslav Fidler

- Status changed from Ready for QA to Approved