

microsoft.public.vc.debugger: How to debug memory dumps in the field (.evt files?)

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**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.debugger/2004-05/0041.html>

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**Date:** 05/13/04

Date: Thu, 13 May 2004 17:56:32 -0400

If my application crashes in the field, it produces an .evt file. Is this the equivalent of a 'core' file in unix? Is there some way to take the file and run it against the debugger in VC++6.0?

If not, is there any tool (or documentation) to help debug WIN32 apps that fail in the field short of loading up the IDE on the computer where it fails?

Thanks,  
Rob