

# "Edit and Continue"

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Hi,

The "Edit and Continue" debug feature in VS2005 can more easily ask for a rebuild than VC 6.0. It's quite inconvenient and time consuming. I have to quit the debug session, build the project and then start another debug session again. VC 6.0 used to handle this feature quite well (only ask you to rebuild when you add global variables, or occasionally new members to .h files). It just seems that VC2005 handles too many new features and is easily fed up and hence has to give up. The reason I said this because often times I see the waiting-shape cursor after changing source code (even .c files) during debugging, and have to wait for at least 10 to 20 seconds. I just don't know what the compiler is doing. After migrating to VS2005 from VC++ 6.0, I am quite disappointed. Sorry for my complaints.

JD

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