

RE: x64 Edit and Continue...

Source:

<http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vsnetside/2008-04/msg00062.html>

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Hello Alex

The following blog describes how to compile your managed project with target CPU of x86.

<http://blogs.msdn.com/stevejs/archive/2005/11/15/493018.aspx>

[Edit and Continue on 64 bit Windows]

The WOW64 subsystem supports to run 32-bit programs without modification. But there are some limitations on 64-bit machine. For more detailed information, please read the following article.

<http://support.microsoft.com/kb/896456/en-us>

[Overview of the compatibility considerations for 32-bit programs on 64-bit versions of Windows Server 2003 and Windows XP]

Hope this helps,
Best regards,
Wen Yuan

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