

Re: Builds Using the Debug Option

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.embedded/2008-05/msg00227.html>

- *From:* "Mike Warren" <miwa-not-this-bit@xxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 29 May 2008 13:46:19 -0700
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dwi wrote:

Target Designer provides the option of selecting a Build Type as either Debug or Release. When I select Debug for the Build Type, the image fails to boot properly. When deployed, the image first displays the Windows screen with the boot progress bar and then issues an error indicating "load needed dlls for kernel". When I perform the build with the Build Type set to Release, I don't encounter this problem. Has anyone else encountered this problem? My concern is that perhaps this indicates some other problem with the build or the settings I'm using that is being masked by the Build Type selection.

Debug build doesn't work:

<http://blogs.msdn.com/embedded/archive/2005/03/31/404152.aspx>

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- Mike
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