



David Millington 14 Aug 2019

A patch for debugging local variables for Win32 C++, and linking large Delphi macOS64 apps

Updated Sep 26 2019 - see below

We've just released a patch (what used to be called a hotfix) for two issues affecting Delphi and C++Builder 10.3.2.

- Debugging local variables in apps built with the Win32 Clang-enhanced compiler showed only '?', not the value (RSP-25527)
- Fatal error when linking a large Delphi app on macOS 64-bit

The issue debugging C++ Win32 Clang-based apps will be very useful for you if you're using C++Builder 10.3.2. The Delphi issue only occurs for very large applications on macOS64, but if you have a large application it is worth installing.

The patch is available at:

<https://cc.embarcadero.com/item/30888>

Full installation instructions are contained in the readme.

Update 26 Sep 2019

This patch addressed the issue debugging local variables for the Clang compiler. You may also encounter issues with the classic compiler. We have a new patch available here: [RAD Studio 10.3.2 C++ Debugging Patch](#). If you install both, the order of installation is important. **Always apply patches in the order they are released.** For this issue, apply this patch (RAD Studio C++ and Delphi Toolchain Patch) first, and the new one ([RAD Studio 10.3.2 C++ Debugging Patch](#)) second.



0 comments 0 members are here

Related

[Delphi 10.3.2 macOS Debugging Patch Released](#)

[RAD Studio 10.3.2 C++ Debugging Patch](#)

[C++Builder and Delphi 10.3.2 Building Shared Libraries Patch Released](#)