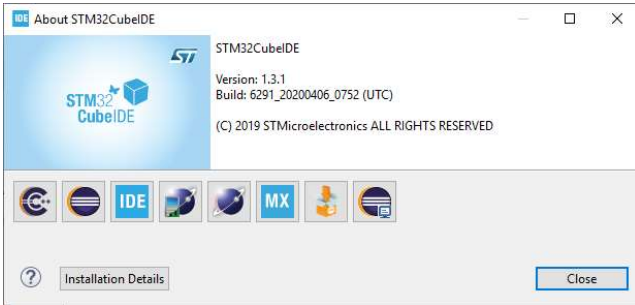


Item	Value
OS Name	Microsoft Windows 10 Pro
Version	10.0.17763 Build 17763
Other OS Description	Not Available
OS Manufacturer	Microsoft Corporation

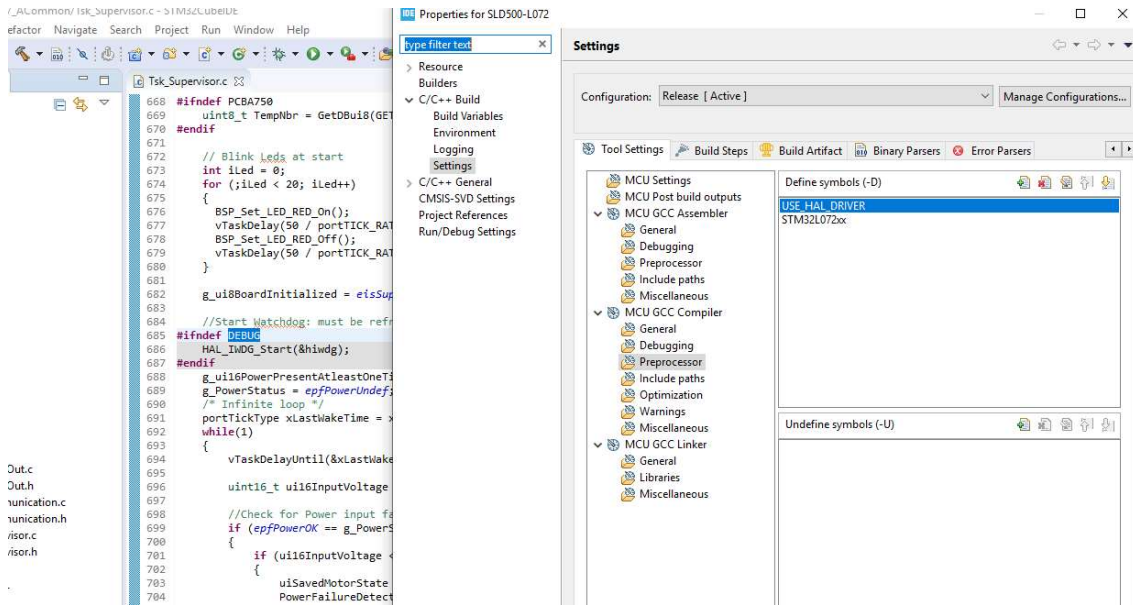


In debug, my first existing setting, no problem, Debug settings are used, for instance DEBUG symbol is used

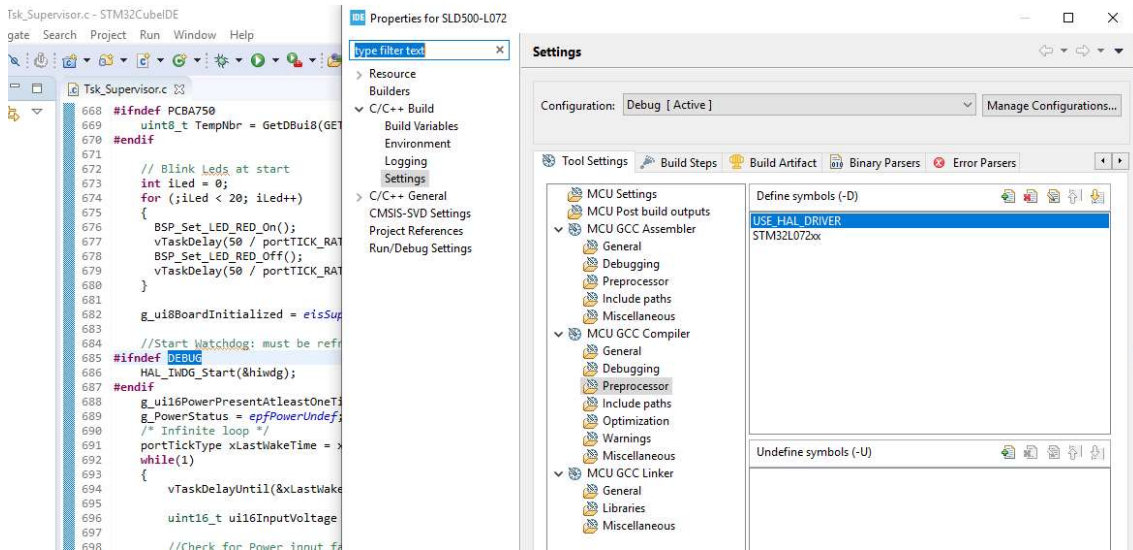
The screenshot shows the 'Build Configurations' menu with 'Set Active' selected, showing '1 Debug' and '2 Release' configurations. The 'Properties for SLD500-L072' window shows the 'Settings' tab with 'Debug [Active]' selected. The 'Settings' dialog shows 'Define symbols (-D)' with 'USE_HAL_DRIVER', 'STM32L072xx', and 'DEBUG' listed. The 'Source' window shows C code with '#ifdef DEBUG' and 'DEBUG' symbols.

In release, Debug settings are still used for instance see DEBUG symbol that is not present in Release parameters

The screenshot shows the 'Build Configurations' menu with 'Set Active' selected, showing '1 Debug' and '2 Release' configurations. The 'Release' configuration is highlighted, indicating that the 'Release' configuration is active.



If I change Debug settings by removing DEBUG symbol, it's correctly applied in the code



I compiled both version and effectively it seems that generated code take symbols into account. Problem seems located in the editor

