
Subject: Re: Debugging long Strings
Posted by [Klugier](#) on Sun, 18 Nov 2018 17:30:49 GMT
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Hello,

I just created appropriate patch for GDB debugger backend. Below is the screenshot presenting new feature - now you can copy any string value from debugger tree to clipboard:

Please test, but remember it doesn't work with MSVC compiler.

Sincerely,
Klugier

File Attachments

1) [CopyToClipboardGdb.png](#), downloaded 537 times

```

void Uncover(int x, int y);
void Generate();
void UncoverAll();

public:
    typedef Bombs CLASSNAME;
    Bombs();
};

void Bombs::Generate()
{
    String test = "Ala ma kota!";
    std::string s = "Kot ma Alę!";

    cx = level.cx;
    cy = level.cy;
    field.Alloc(cx * cy);
    for(int i = cx * cy - 1; i >= 0; i--)
        field[i] = (rand() & 15) < 3 ? HIDDEN|BOMB : HIDDEN;
    normal_cells = 0;
    for(int x = 0; x < cx; x++)
        for(int y = 0; y < cy; y++)
            if((Field(x, y) & BOMB) == 0) {
                normal_cells++;
                for(int xx = -1; xx <= 1; xx++)
                    for(int yy = -1; yy <= 1; yy++)
                        if((xx || yy) && x + xx >= 0 && x + xx < cx && y + yy >= 0 && y + yy < cy)
                            (Field(x + xx, y + yy) & BOMB)
                                Field(x, y)++;
            }
    bombs = cx * cy - normal_cells;
    Rect r = GetRect();
    r.SetSize(AddFrameSize(UNIT * cx, UNIT * cy));
    SetRect(r);
    ShowStatus();
    Refresh();
}

void Bombs::UncoverAll()
{
    for(int i = cx * cy - 1; i >= 0; i--)
        field[i] &= ~HIDDEN;
}

```

Autos

Locals

Watches

this

CPU

Thread 1 (Bombs)

Bombs::Generate (this=0x7fffff)

test	{ chr = "Ala ma kota!", ptr = 0x6b20616d20616c41, wptr = 0x6b20616d20616c41, q
s	"Kot ma Alę!"
r	{ left = -9232, top = 32767, right = -244269664, bottom = 32767 }