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Subject: Debugging long Strings

Posted by [koldo](#) on Fri, 09 Nov 2018 07:11:14 GMT

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Hello all

Now I find difficult to debug long Strings. For example, full paths.

Currently the Strings are trimmed, so AFAIK the only way to debug is to LOG them.

Would it be possible to debug long Strings or, at least, to Copy them (Ctrl-C) to Notepad to analyse them?

Thank you.

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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

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1) [CopyToClipboardGdb.png](#), downloaded 536 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 }

Subject: Re: Debugging long Strings  
Posted by [koldo](#) on Mon, 19 Nov 2018 11:18:30 GMT  
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Excellent, it works!

Could it be transfered to MSVC?

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