
Subject: Re: Problem with breakpoint using GCC and UBUNTU 7.04

Posted by [mr_ped](#) on Thu, 27 Sep 2007 11:59:10 GMT

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Quote:During my test, changing the BUILD METHODS (for example removing the BLITZ) it doesn't make effects on compiling (I see always BLITZ string in compiling output window): why?

This sounds weird.

Ok, Look at the tools bar under menu, there's probably something like "GCC Debug" and two down-arrows on each side of it.

This is selected build method, which will be used in build.

You can click on the left down arrow to change compiler (build method). (in your case there's IMHO only one in linux, the one using GCC)

You can click on the right down arrow to change build mode (Debug / Optimal / Speed / Size)

So firstly what you need is GCC Debug or something like that.

Now click between those two arrows right on the build method, you will get into Build method options ("Output mode" dialog).

The radio box "Debug" should be selected on the top-left-half of the dialog. Now consider only left half (the debug one) of dialog:

Link mode should be "shared libs" IIRC (or was it static?). Default debug info level should say "Full", blitz shouldn't matter. (feel free to try both settings).

Next you will see list of packages used, make sure all have in Debug field nothing (default) or "Full".

Click Ok, Build->Clean UPPOUT and press F7 to rebuild everything.

Feel free to check Setup->Be verbose ahead of build, and check the command line in console windows, what options are used to call compiler linker. (post it here maybe if it will still not work).

Once you will be sure your executable is linked with full debug info, than the debug should work. If not, there's some different problem. If you are skilled GCC developer, you would surely know how to test binary outside of TheIDE with gdb to see if you can debug it this way.
