Subject: Re: debugger wishlist
Posted by mirek on Fri, 24 Feb 2006 17:01:01 GMT
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iplayfast wrote on Fri, 24 February 2006 11:47The gutter is the white area between the left side of the code and the frame. In this ide it's very small (about 1/8" on my monitor) on Borlands it is large enough to show line numbers.

I'm not sure what the advantage of going native is. If the gbd is running in the background but you can't actually tell, then what's the difference?

Plus, are you planning on supporting multiple processors. You will be spending all your time writting the debugger. I think the strategy you are currently using is pretty good.

Well, in that case you, breakpoints should behave exactly as you wish (doubleclick the gutter).

You can even have line numbers, just activate them in environment settings (personally I prefer to have more space for source text, but...)

The GDB problem is that text communication is very slow with it. E.g. when you are about to display any widget class (using "print" command in GDB), GDB feeds you with more than 100KB data that you have to parse. Now if you have more such variables to display, things can get awfuly slow.

If only GDB supported giving you type information, I would rather used raw hex dumps of memory.... however, U++ debugger for MSC compiler is near to ideal solution.

Mirek