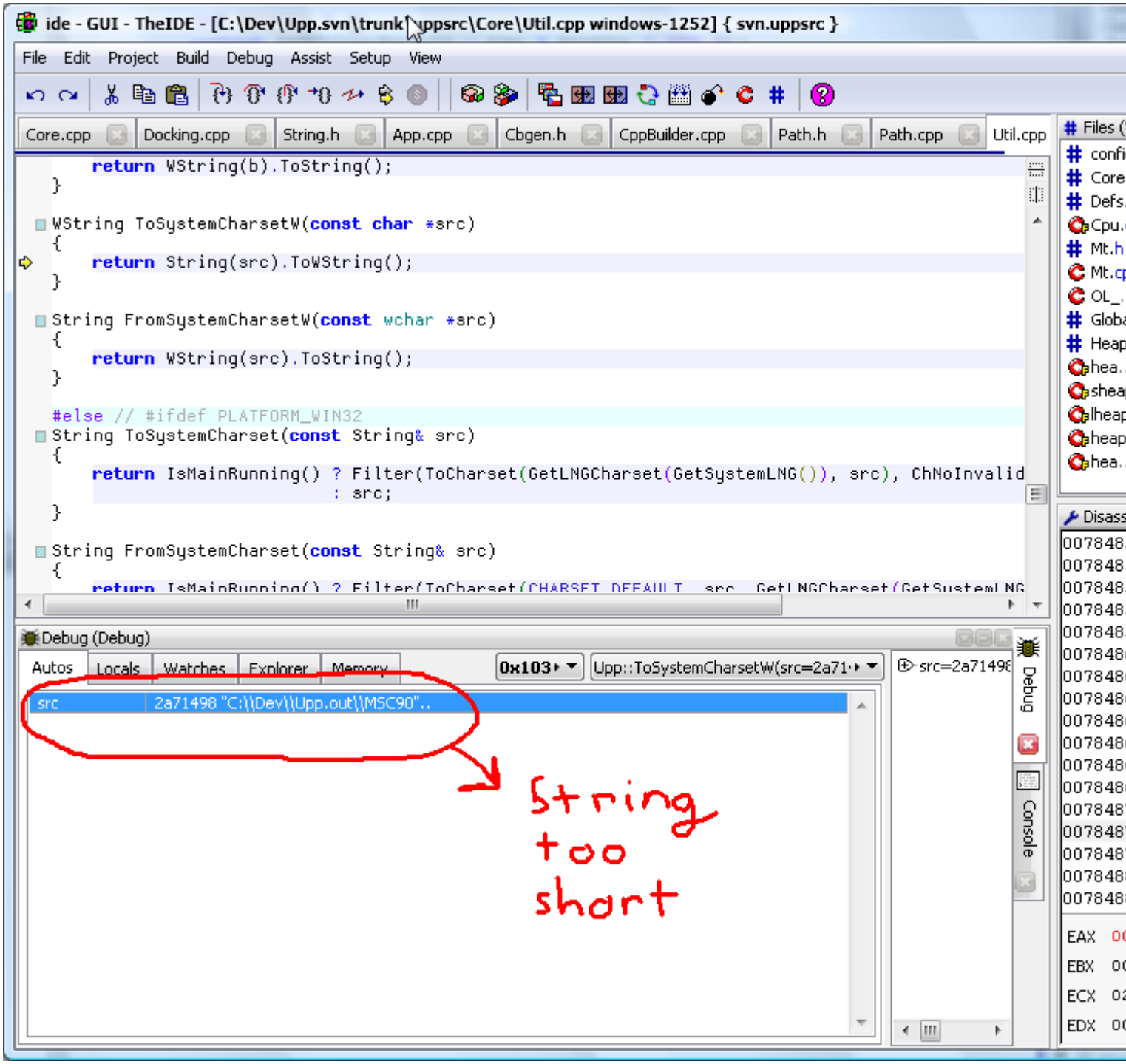
Subject: String output too short in debugger
Posted by unodgs on Fri, 10 Apr 2009 20:51:15 GMT
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Hi!

Pleas look at attached screenshot. Value of String variable could be fully visible. There is so much space wasted(especialy in new docking ide) I also think variable address is in most cases usless. An option to hide it could be added.

File Attachments

1) ide.png, downloaded 595 times


ide - GUI - TheIDE - [C:\Dev\Upp.svn\trunk\uppsrc\Core\Util.cpp windows-1252] { svn.uppsrc }
File Edit Project Build Debug Assist Setup View
Core.cpp Docking.cpp String.h App.cpp Cbgen.h CppBuilder.cpp Path.h Path.cpp Util.cpp
return WString(b).ToString();
}
WString ToSystemCharsetW(const char *src)
{
return String(src).ToWString();
}
String FromSystemCharsetW(const wchar *src)
{
return WString(src).ToString();
}
#else // #ifdef PLATFORM_WIN32
String ToSystemCharset(const String& src)
{
return IsMainRunning() ? Filter(ToCharset(GetLNGCharset(GetSystemLNG()), src), ChNoInvalid
: src;
}
String FromSystemCharset(const String& src)
{
Debug (Debug)
Autos Locals Watches Explorer Memory
0x103
Upp::ToSystemCharsetW(src=2a71
src=2a71498
src 2a71498 "C:\\Dev\\Upp.out\\MSC90"..
String too short
Debug
Console
Files
Disass
EAX
EBX
ECX
EDX