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Subject: Re: Are there any plans supporting Vector/Array/Map::operator[] during debug?

Posted by [Mindtraveller](#) on Sat, 09 May 2009 20:09:49 GMT

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As far as I know C++ Builder authors solved this problem by actual execution of child code in child process' address space (set IP to actual function, execute, and get the result, restore IP).

They realized that executing such a code could (in some cases) lead to changing internal program state. But in most cases calls like myvector[i] didn't change anything important. To make their solution more flexible they even had Configuration checkbox like "[x] Allow side-effects" which was checked by default.

The rule is: when I type something into watches, I really want to know what it is and I implicitly agree with any side effects.

It seems good solution to me: in most cases it is more important to have all visible during debug, and it make no problem. But if it is crucial, one may disable this any time he wants.

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