
Subject: Re: Watching global variables in IDE debugger with MSC7-1
Posted by [mirek](#) on Sun, 04 Dec 2005 17:41:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry, this is the feature.

The reason is that dbghelp.dll - MS library that provides API to resolve symbolic information in executables - has serious problem with global symbols - any operation that involves globals takes very very long time. That is why for the time being, I gave up global variables.

Actually, if somebody would try to resolve this issue, I would be happy (as always with U++, hacking into this should be easy...)
