Subject: Strange behavior of Point in watches
Posted by dolik.rce on Tue, 25 Aug 2009 07:42:27 GMT
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Hello,
I've encountered strange problem while debugging my code... Here is simplest possible testcase:#include <CtrlLib/CtrlLib.h>
using namespace Upp;

```
class win : public TopWindow{
public:
 typedef win CLASSNAME;
 virtual void LeftDown(Point p,dword flags){
  DUMP(p);
 }
};

GUI_APP_MAIN{
 win().Run();
}
```

I setup breakpoint in LeftDown() and run in debug mode. When the execution stops at the breakpoint, opening Quick watch window and entering "p" yields:{

```
  <Upp::Moveable<Upp::Point_<int>, Upp::EmptyClass>> = {
    <Upp::EmptyClass> = {<No data fields>}, <No data fields>},
  members of Upp::Point_<int>:
  x = -1078378568,
  y = 8388608
}
```

Same values are shown if I add watch in the bottom panel of theide. But the most interesting (or puzzling) thing is, that the output in log file is correct, i.e. something like "p = [59, 138]".

At first, I thought that it is a problem in watches, but for something like "Point P(10,20);" watches show correct result. It can be very confusing, I was looking for bug almost an hour on absolutely wrong place, because of this...

Just in case this is compiler/platform specific: I use gcc 4.3 on ubuntu.

Regards,
Honza

PS: I'm not sure if this belongs here. If not, feel free to move this topic to some better place.