
Subject: Re: Strange behavior of Point in watches
Posted by [dolik.rce](#) on Tue, 25 Aug 2009 18:44:49 GMT
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luzr wrote on Tue, 25 August 2009 10:07It is because correct stack frame for the function is not yet established - gdb reads incorrect values.

If you step inside, you they get corrected.

Thanks for reply. I think I understand what you mean - basically that I asked for the value before entering the function (or it's stack frame, more precisly). BUT: The same problem happens even when stepping inside. Let's take longer function, like: virtual void LeftDown(Point p,dword flags){

```
DUMP(p);  
p.Offset(10,10);  
Point pt=p;  
DUMP(pt);  
p=pt;  
}
```

Then at any point in the function p watches yield nonsense. Watches for pt are correct (after it's assignment of course). Does that mean that watching any parameter passed to the function might be incorrect? That would be really confusing, especially for people who doesn't know about it, like me

Honza
