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Subject: Re: Toggle layout/text view in Layout Designer

Posted by [mr\\_ped](#) on Thu, 07 Jan 2010 12:26:22 GMT

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generally speaking:

- during debug mode the layout editor is forced into text mode, because it makes much more sense in debugger, when you step over that part of code. (Layout is regular C++ code, so it can be debugged)

After debug mode is finished, it should turn back into original mode (either visual or text).

During edit you can switch the mode with Ctrl+T, if you are interested what C++ code is generated, or adjust something what is difficult to do visually.

MINGW + debugger is not working very well. Mirek(luzr) is mainly interested into MSC debugging in MS win environment, so unless you want to dig in (very deeply and low level) and figure out what are current problems and how to fix them (Mirek is basically blaming gdb for most of the problems, so if you are fluent with gdb, you may try to use it outside of TheIDE to figure out what works well and what not).

I'm trying to avoid debugging as much as possible (tried TDD for simple small projects which were quite mathematical, so it was pleasure to do it that way ... for GUI applications it will be tougher, there's no problem to test inner "model" with UnitTest++, but I can't help with GUI testing so far), because I like to stick with gcc. (although I do try to compile my sources with MSCC just to make it more robust, it often helps to catch some minor bugs or ambiguous things in source)

If you insist on debugging and MS Win, you should definitely consider using Win SDK + MSCC, TheIDE debugger works much better in such case.

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