
Subject: Re: Debugging console app?

Posted by [dolik.rce](#) on Sat, 02 Oct 2010 12:01:55 GMT

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kattle87 wrote on Sat, 02 October 2010 12:48hello here, new user reporting in! I just found this tool like 2 days ago, and I already love it.

I'm posting here because I think this bug is strictly related to the one discussed in this thread.

I'm trying to debug a C++ (windows) console application: everything looks like working, including locals, watches, and whatever, but the console is not shown (EG: no "cmd" window is opened, so input and output are not possible). I tried both creating an empty project and "core console app", but had no luck.

Of course, running program by ctrl+F5 works flawlessly. Is there anything that can be done about that? I don't care too much seeing gdb lines around, but the "std::cout" of my code is somewhat important to me.

Hi Francesco

Welcome to U++ and to the forum! Just a word of warning: U++ is highly addictive

It is not a bug, strictly speaking, more of a design problem. Not sure if there is some solution, but I can offer you a workaround.

If you need to see only output, you can redirect it to a file and watch that. This can be done in Debug > Runtime options ... Then you can open the specified file and watch it during the debugging. Unfortunately there is no such workaround for stdin. Actually attempt to read from stdin while running in debugger makes the app hang, if I am not mistaken...

Best regards,
Honza