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Subject: Re: Watching global variables in IDE debugger with MSC7-1

Posted by [gprentice](#) on Wed, 07 Dec 2005 11:58:24 GMT

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Quote:

"ide" main package, "ide/Debuggers" package, file Debug.cpp, line 82 - there is excluded code to load global variables info.

Thanks. I tried enabling the code and running new ide but global symbols are still undefined - though I had actually already noticed the string returned to the EnumGlobals callback was saved in "test" and never looked at anywhere - but for some strange reason I decided to try it anyway !! - well, I see the "watch" is an array control but I have no clue how to hook up global symbols to it.

I might investigate some more, coz I might learn something useful, but I have one more question ... I don't see any usenet posters complaining of performance problems with SymEnumSymbols (any idea why not?) and I'm surprised MS wouldn't fix showstopping performance problems so I was wondering if you could explain what kind of performance problem e.g. is it 5 seconds, 50 seconds, 5 minutes ... to update the watch list - and is this with large .exe like theIDE ?

(Maybe dbghelp functions are mainly for crash dump analysis and not for people to write their own debuggers ??)

(That reminds me, I remember wxWidgets had some kind of crash dump analysis facilities for end users apps to use).

Graeme

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