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

Posted by [mirek](#) on Wed, 07 Dec 2005 12:16:09 GMT

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I think I should explain where the problem really is: To display global variable, you have to find the global symbol address and type info. Now there is specific function in dbghelp.dll to do this, but it has nasty trait that when symbol is not found, it performs very slowly (I do not know why, perhaps it is trying to find the symbol using other ways...).

Second option there is to load all global symbols and create database in the debugger. Once again, function is there, but is slow (5-10s if I remember well).

Maybe the solution would be to load global symbols on demand.... Ugly from user perspective, but maybe the best of bad solutions.

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