
Subject: Re: Arrys vs Vectors

Posted by [mirek](#) on Sat, 25 Dec 2010 09:57:17 GMT

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281264 wrote on Tue, 21 December 2010 11:23 Roger. DeepCopyOption is not needed. Your hints are also correct, thanks.

But, what about my question regarding Array<int> and the debugger? U++ is crashing when clicking in the container during debug.

Sorry about that. I would like to fix it, can you describe the exact way how to crash it?

Quote:

It is frustrating to see that the only way to inspect an Array is through a function.

Well, over years, I have rather got used to debug things trough .logs. Especially if larger data (-> containers) or GUI are in play, logging IMO is much more productive approach.

I believe it worth to try for you, just place DDUMPC(container) here and there and see how it goes...

Another option is to use msdev.exe (Visual C++ environment) for debugging. I know Tom does this all the time. You can configure the IDE to use msdev as 'external' debugger. And today, it is free. But I doubt it is any helpful with containers either.

Certainly, improving debugger would be nice to

Hm, now thinking about it, maybe something like:

```
template <class T>
class Array : public MoveableAndDeepCopyOption< Array<T> > {
protected:
#ifdef _DEBUG
    Vector<T *> vector;
#else
    Vector<void *> vector;
#endif
```

might be helpful...

Mirek
