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Subject: Re: Conditional breakpoints

Posted by [mirek](#) on Sun, 09 Jan 2011 14:00:09 GMT

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dolik.rce wrote on Sun, 09 January 2011 07:52I have had a closer look at the Pdb class and related parts of theide and I have to confess that I am seriously confused. At first look, it appears that theide implements it's own debugger.

Yes.

Quote:

Mirek, could you give me a quick overview about how this beast works? Just a few sentences about the design and hint where to look at start would be fine.

Well, there is a M\$ supplied dbghelp.dll file that provides functions to extract symbolic debug info from .exe.

Then there is Win32 debugging API.

The rest is me

Quote:

Also, if my idea about how this works is correct, could you tell me why doesn't theide use e.g. cdb.exe, that comes with the SDK, in similar manner as gdb is used? It seems to be much simpler at first glance, so there must be some serious reason...

Because cdb.exe is even more pain in the ass to work with than gdb.

This way, if nothing else, pdb debugger is fast and relatively reliable.

In fact, if I would have similar api to dbghelp.dll (or, more precisely, if I understood existing equivalents to it for posix), I would do posix debugging similar, avoiding gdb.

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