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Subject: Re: Conditional breakpoints

Posted by [dolik.rce](#) on Mon, 10 Jan 2011 15:41:27 GMT

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mirek wrote on Sun, 09 January 2011 15:00At first look, it appears that theide implements it's own debugger.

Yes.[/quote]

Well, exactly what I was afraid of Anyway, I read enough of the sources to figure out how to implement the conditional breakpoints. If all goes well there will be a very little code to add, since most of the needed functionality is already there. So the last problem that remains is that I have nowhere to test it (The debugger refuses to work in wine ) Looks like I will have to either install windows in emulator or install all the stuff on someone else's computer...

mirek wrote on Sun, 09 January 2011 15:00

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.

I see a major advantage of gdb in fact that it is already written From my point of view, gdb is easy to use, has some really nice features and is installed on almost any computer. But I can't talk for cdb, I never used that. If you say it's pain to work with, I'll have to believe you

Honza