Recently I've tried to recompile U++ IDE from latest SVN under FreeBSD 8.1 (stable). It all
compiled fine but IDE itself had strange behaviour when debugging:
1. IDE window automatically became topmost if user tries to switch to another window (at least
under Gnome 2.30). Bug happens while in debug mode and when compiling app.
2. Setting breakpoint or running app in debug mode most of time doesn't stop on actual breakpoint
and doesn't come back to IDE on exceptions. Most of times you start debugging app, IDE
changes layout to debug, but actually no debug is done.
Yes, I double checked output mode dialog and full debug info setting.

It looks like issue #1 is rather common and found on some Linux platforms as well. I thought it
was resolved already.
I'd like to help with #2. Where should I look at, and what to try, to find the source of such a
behaviour?

GCC 4.4.5