Subject: Re: Watching global variables in IDE debugger with MSC7-1
Posted by gprentice on Thu, 08 Dec 2005 10:59:25 GMT
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I took a chance that someone might know why dbghelp was slow, even though I didn't quite know what question to ask

http://www.dotnetnewsgroups.com/newsgroupthread.asp?ID=22061 6

http://groups.google.com/group/microsoft.public.vsnet.debugg
ing/browse_frm/thread/bf56c1c73498f390/7bd007429374d3ed?lnk=
st&q=insubject%3Aaddress+insubject%3Aof+insubject%3Aglob
al+insubject%3Asymbol&rnum=2&hl=en#7bd007429374d3ed

An answer from Oleg is below - don't know if it helps.

I really don't need this working, so don't spend any time on this on my account. (I tried MingW UPP installation on my work PC today and GDB crashed if I had a breakpoint, but still it was useful and must be the easiest way to start using GCC/MingW/GDB !)

Graeme

<quote from Oleg on microsoft.public.vsnet.debugging>

One situation when it can happen is when symbols for some modules are loaded
as deferred (SYMOPT_DEFERRED_LOADS option is set). Then an attempt
to search for nonexistent symbol will cause DbgHelp to actually load symbols for
all such modules (spending time on symbol search, potentially with symbol server access).
There are two workarounds:
1) Do not use SYMOPT_DEFERRED_LOADS option
2) Limit the search only to modules whose symbols are already loaded (it is done by
setting SYMOPT_NO_UNQUALIFIED_LOADS option)

Also, of course, the time spent searching for nonexistent symbol depends on the
number of modules to search.

Regards,
Oleg
[VC++ MVP]