Subject: Re: Bug (?) in ide\Debuggers\Exp.cpp
Posted by mr_ped on Tue, 23 May 2006 12:00:45 GMT
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And changing the code to:

```
Pdb::Val Pdb::Compute(Pdb::Val v1, Pdb::Val v2, int oper)
{
 if(v1.ref || v1.array) {

...

 if(v2.ref || v2.array) {

...
```

does help in the debugger to allow me to use in Watches things like
data[2] upon data array.
Also works for arrays with elements larger than single byte, everything as expected.

@Mirek: any idea why the above mentioned modification od TheIDE may break something?
I've been thinking about it for a while, and I don't see any potentional harm by changing
Pdb::Compute to work with arrays like with pointers...
IMHO working with them in any other way has no purpose, but you are the one to judge this.

If the change makes sense, add it to next dev realease.

Also I think some similar code is sitting somewhere in Assist, which is inhibiting it to work correctly
with constructions like

Vector<byte> array_of_vectors[20];

(after array_of_vectors[0]. the Assist is lost and does not offer Vector<T> methods)