Subject: Some debugging improvements on linux
Posted by mdelfede on Fri, 27 Jan 2012 00:45:10 GMT
View Forum Message <> Reply to Message

Hi,

tired of seing things like this when debugging on GDB:

{<Upp::Moveable<Upp::String, Upp::AString<Upp::String0> >> = {<Upp::AString<Upp::String0>> = {<Upp::String0> = {<Upp::Moveable<Upp::String0, Upp::EmptyClass>> = {<Upp::EmptyClass> = {<No data fields>}, <No data fields>}, len = 13, s = 0x7fffffffdf70 "a test string", {
chr = "a test string\000\000\r", ptr = 0x7320747365742061 <Address 0x7320747365742061 out of bounds>, wptr = 0x7320747365742061,
qptr = 0x7320747365742061, v = {8289, 25972, 29811, 29472, 29300, 28265, 103, 3328}, w = {1702109281, 1931506803, 1852404340,
218103911}, q = {8295758552588623969, 936749166727098996}}, static voidptr = {{refcount = 2, alloc = 0}, {refcount = 0,
alloc = 0}}}, <No data fields>}, <No data fields>}, <No data fields>}

Which is all but human-readable, I wrote a small IDE addon to allow embedding of python pretty-printers into debugger; the result above is :

"a test string"

Which is a bit more clear

I'll attach the IDE patches; it's enough to unpack the code in

uppsrc/ide/Debuggers

folder, overwriting the old ones.

I plan to extend python scripts and to make small mods to debugging code to encompass most Upp types.
By now, String and an initial Vector support are embedded.

Ciao

Max

File Attachments

1) Debuggers.zip, downloaded 394 times