
Subject: Re: debugging speed exes
Posted by [dolik.rce](#) on Fri, 27 Apr 2012 05:26:39 GMT
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Hi Nick,

Just a little warning Be aware that even though the debugging symbols are present, the debugger might tell you slightly incorrect information. Due to optimizations often some variables can't be inspected and even some line numbers can be a little off, especially for inlined functions. So if the debugger points you to a code which looks perfectly correct, it might really be correct

Another thing to try might be turning the optimizations off one by one... Or compiling only parts of the program with speed optimization - you can start by allowing it for some packages and after localizing the problem, you can step down to files level. That way, you can hunt the problem down at least to few functions in that file.

Best regards,
Honza
