
Subject: Re: GDB_MI2 debugger fixes
Posted by [Oblivion](#) on Sun, 09 Feb 2014 17:25:02 GMT
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Klugier wrote on Sun, 09 February 2014 17:20Hello Massimo,

Quote:

Are you SURE that you're running THIS build and not another, installed one on your system ???

It seems that gtk backend on KDE cause this issue. When I switch to X11 debug mode closes correctly.

So this is definitely not Gdb_MI2 issue.

Quote:

I've just tested your build, but here it works perfectly.

No lags switching panes (I don't know what do you mean with "while debugging", panes are not there when debugger is not running....) and on application exit the debugger terminates correctly.

How to reproduce?

1. Start debugging.
2. Back to IDE.
3. Try to switch between following panes: Autos, Locals, Watches and Explorer. (Debug mode)
4. Now, you can stop debugging.

Sincerely,
Klugier

I can confirm this. I am also working on KDE 4.12 (latest Upp SVN 6888). When working with TheIDE on GTK+ backend, sometimes debug mode (GDB_MI2) does not quit. Panes stays where they are.

Also,

- 1) Is the disasm removed from the new GDB_MI2 interface, because the right pane where a disassembler should be, is almost empty (Shows only stack pointer, etc.) ? It only works with the legacy gdb interface.
- 2) There is no yellow pointer arrow (which shows the current position) on breakpoints with the new interface. Is it removed too? If so, it makes debugging a lot harder, since I have to rely on intuition.

Other than these, it seems really improved, thanks for your work!
Regards.
