Subject: Re: GDB_MI2 debugger fixes
Posted by Oblivion on Thu, 13 Feb 2014 10:16:27 GMT
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Changes:

1) The lag switching tabs should be gone
2) Stepping speed greatly enhanced
3) Added explorer pane for 'this' variable
4) Removed (disabled by now..) python prettyprinters, they will be replaced by c++ modules
5) Removed usage of GDB variables... they're both too slow and too buggy... now variabled are
evaluated by gdb command '-data-evaluate-expression', by far faster even if much more difficult to
parse results

Hi Massimo,
Thanks for your work!

Currently, with TheIDE (6913), on Arch Linux (kernel v: 3.12.10, KDE 4.12, i686, with no SSE2):

1) Yes, lags are gone. At least in X11 mode. GTK mode in theIDE is so laggy in general that I
can't use, so I can't say if there's any noticable speed up there (I mean, TheIDE (GTK), especially
the code editor and debugger is laggy to an unusable degree on my machine, but it has nothing to
do with debugger per se).

2) Yes, stepping speed is greatly enhanced. Only the first initialization takes a relatively long time
(4-5 seconds).

3) This pane and type evaluators seem to work, and is handy.

I've encountered some seemingly random dead locks (happens when I run/exit the same apps
several times in debug mode). Unfortunately I couldn't determine the cause yet.

Regards.