Hi,

for the first time, I can use MINGW/GDB to compile and debug my application without crash.

there is two buges behind this crash
please, consider the application of this patch:

1 - file ide/Debuggers/Gdb_MI2Gdb.cpp line 173, in function MIValue Gdb_MI2::ReadGdb(bool wait)
 replace

```
 dbg->Read(s);
 StringStream ss(s);
```

 by

```
 String stmp;
 do
 {
  stmp = "";
  dbg->Read(stmp);
  s << stmp;
 } while(stmp.GetCount());
 StringStream ss(s);
```

 read all available output from gdb process, because one call to gdb->Read return 1024 character max.

2 - file ide/Debuggers/MIValue.h/.cpp

replace "rval_" by "const &"

when theide is compiled with COMPILER_MSC, "rval_" is evaluated as "&" (it is the case for the binary distribution of theide i think)
then the priority of constructors is changed:in a call like this MIValue v = MICmd("...");
MIValue(cons String&) is user by the compiler, instead of MIValue(MIValue&). (the MIValue is converted to String, then the constructor is called with the String as param)

NB:
this is the summary of the following threads

patch Gdb_MI parser   :http://www.ultimatepp.org/forums/index.php?t=msg&th=925 9&start=0&

[BUG?] MIValue :   http://www.ultimatepp.org/forums/index.php?t=msg&th=9260 &start=0&