
Subject: Re: How to inspect memory at pointer-address while debugging
Posted by [slashupp](#) on Sat, 20 Jul 2019 10:25:22 GMT

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crashes theide with segfault : something..??can't see (behind xmessage: "Invalid memory access") "too big"

I suggest a smaller buffer to be used, with size default say about 128 bytes, and configurable in 'Settings'. It's rare to want to see entire buffer at pointer.

Also maybe make the buffer scrollable say 16 bytes at a time both forward and backward of the pointer's address
