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Subject: Re: TheIDE PDB debugger now understands some U++ types

Posted by [mirek](#) on Fri, 29 Nov 2019 08:13:23 GMT

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zsolt wrote on Fri, 29 November 2019 02:41How can I activate it?

I have compiled current Git version with MSC 2017 64 bit, but it seems to be working in the old way.

Should work out of box-> something is wrong.

Core should be trunk version for Value recognition.

Project must be compiled with MSC.

Not all U++ types are supported. Check ide/debuggers/Pretty.cpp for the list of types currently supported:

```
pretty.Add("Upp::Date", { 0, THISFN(PrettyDate) });
pretty.Add("Upp::Time", { 0, THISFN(PrettyTime) });
pretty.Add("Upp::ValueArray", { 0, THISFN(PrettyValueArray) });
pretty.Add("Upp::ValueMap", { 0, THISFN(PrettyValueMap) });
pretty.Add("Upp::Value", { 0, THISFN(PrettyValue) });
pretty.Add("Upp::String", { 0, THISFN(PrettyString) });
pretty.Add("Upp::WString", { 0, THISFN(PrettyWString) });
pretty.Add("Upp::Vector", { 1, THISFN(PrettyVector) });
pretty.Add("Upp::BiVector", { 1, THISFN(PrettyBiVector) });
pretty.Add("Upp::Array", { 1, THISFN(PrettyArray) });
pretty.Add("Upp::BiArray", { 1, THISFN(PrettyBiArray) });
pretty.Add("Upp::Index", { 1, THISFN(PrettyIndex) });
pretty.Add("Upp::VectorMap", { 2, THISFN(PrettyVectorMap) });
pretty.Add("Upp::ArrayMap", { 2, THISFN(PrettyArrayMap) });

pretty.Add("std::vector", { 1, THISFN(PrettyStdVector) });
pretty.Add("std::basic_string", { 1, THISFN(PrettyStdString) });
```

If none of those helps, we will have to dig into it... E.g. for starters, testcase would help.

Is debugged code 32 or 64?

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