Subject: Re: TheIDE PDB debugger now understands some U++ types
Posted by mirek on Sun, 08 Dec 2019 07:40:07 GMT
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Klugier wrote on Sat, 07 December 2019 23:12
I think above improvements are great, but they are not present with the GDB back-end. Mirek, do
you think we can port this functionality without much effort (by extracting common code?)?

Unfortunately not. That is one of reasons I have resisted these features for so long.

GDB and PDB are completely different beasts. GDB is just issuing text commands to gdb binary
via text pipe and interpreting results.

PDB code is really a full featured debugger. It is using Win32 debugging API directly and symbol
server to really understand the layout of objects, directly reads debugee memory etc... That are
actually requirements to make this kind of functionality possible.

This definitely possible to binaries produced by GCC toolchain too. But it is a LOT of work,
probably would involve thorough study of GDB sources and about a year to complete.

Mirek