Subject: Dwarf debugger - developer needed :)
Posted by mirek on Tue, 14 Jul 2020 08:48:47 GMT

After implementing MacOS and having CLANG for windows, I think now the one last large piece missing is better debugger for DWARF targets (that means POSIX and also should improve CLANG debugging).

In practice, it means virtualizing current Pdb debugger a bit to allow it read DWARF debug info, in fact only about 4 functions are needed and then adding POSIX debugging API as #ifdef alternative to windows one (they are not completely dissimilar, so this part should be relatively easy).

DWARF part is somewhat tedious. Not sure whether to pick one of libraries, perhaps adapt LLDB code or go the hard path and reimplement everything...

I will dive into this right after 2020.2 release, but perhaps some brave programmer would like to look into it too?

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