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Subject: Re: Bug (?) in ide\Debuggers\Exp.cpp  
Posted by [mr\\_ped](#) on Thu, 01 Feb 2007 17:51:20 GMT  
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mr\_ped wrote on Tue, 23 May 2006 14:00 And changing the code to:

```
Pdb::Val Pdb::Compute(Pdb::Val v1, Pdb::Val v2, int oper)
{
    if(v1.ref || v1.array) {

...

    if(v2.ref || v2.array) {

...

```

does help in the debugger to allow me to use in Watches things like  
data[2] upon data array.

Also works for arrays with elements larger than single byte, everything as expected.

@Mirek: any idea why the above mentioned modification of TheIDE may break something?  
I've been thinking about it for a while, and I don't see any potential harm by changing  
Pdb::Compute to work with arrays like with pointers...

IMHO working with them in any other way has no purpose, but you are the one to judge this.

If the change makes sense, add it to next dev release.

Also I think some similar code is sitting somewhere in Assist, which is inhibiting it to work correctly  
with constructions like

```
Vector<byte> array_of_vectors[20];
```

(after array\_of\_vectors[0]. the Assist is lost and does not offer Vector<T> methods)

@Mirek: did this one make it into UPP?

I didn't check UPP for loooooong time, have been busy with other projects, but right now I'm  
searching for a C++ IDE for linux for commercial development, so I think I will watch UPP more  
closely again.

I hope you are glad I'm back. hehe (because I'm)

The last time I checked UPP (can't even remember the version number, must have been a year or  
so) this fix of array debugging was not added. If not, why not?

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