Subject: LLDB showstopper
Posted by mirek on Wed, 30 Jan 2019 14:56:08 GMT
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I have run out of things to implement (U++ for MacOS) and I have one last showstopper that I am unable to solve: LLDB integration.

The issue is really stupid. In order to communicate with GDB, we are using changed prompt to some unique value. When waiting for GDB to finish command, we read standard output of GDB and when we recieve this prompt, we know the command is finished.

Unfortunately, for whateever reason LLDB does not do this and just sends me an echo of my command (that GDB does not do) WITH prompt at the BEGGINING of response. That makes it impossible to determine the end :(

To make things worse, I was not able to make gdb work in MacOS...

Now I am unsure what to do next... There are 3 possible ways forward:

- find out how to make GDB work in MacOS (current version)
- find a way how to deal with LLDB, namely how to detect the end of command
- use LLDB API insted (if I am correct and there is actually an API to use... :) - this would be ideal, but a couple of months to do

and of course, simplest of all - ignore the issue...

I think the first option is the least work - is anybody here able to use gdb?

Mirek

Subject: Re: LLDB showstopper
Posted by mirek on Thu, 31 Jan 2019 22:09:36 GMT
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(just a little update, it seems like I have found a way how to use lldb after all...)