Subject: [solved] U++ TheIDE integrated debugging tutorial ?
Posted by xrysf03 on Mon, 21 Oct 2019 22:15:26 GMT
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Dear everyone,

I'm playing with U++, trying to start doing something useful... I'm just past the "hello world" stage and would like to use the built-in debugging capabilities.

My app is still pretty simple (I hope) - although I'm using the ScatterDraw component, which is actually quite rich and its source code is not exactly tiny. I'm also using the kissfft. And an external rtlsdr library, in the form of a DLL that does not have debugging symbols, and may be forking some threads on its own (not sure). Normally I build in the "release" mode, and my app is about 5 MB large. If I switch to the "debug" mode, the compiled binary is about 129 MB. I'm attaching the "output mode" menu as it looks in my UPP install. I have not tweaked anything in that "output mode" menu, just release vs. debug. Still, even after I invoke Build->Clean, switch to Debug output mode and rebuild the app and its source-level dependencies, whenever I try the "Debug" command (F5), all I ever get is a message box saying
"Failed to obtain information about threads. Make sure your application possesses debug info."
etc.

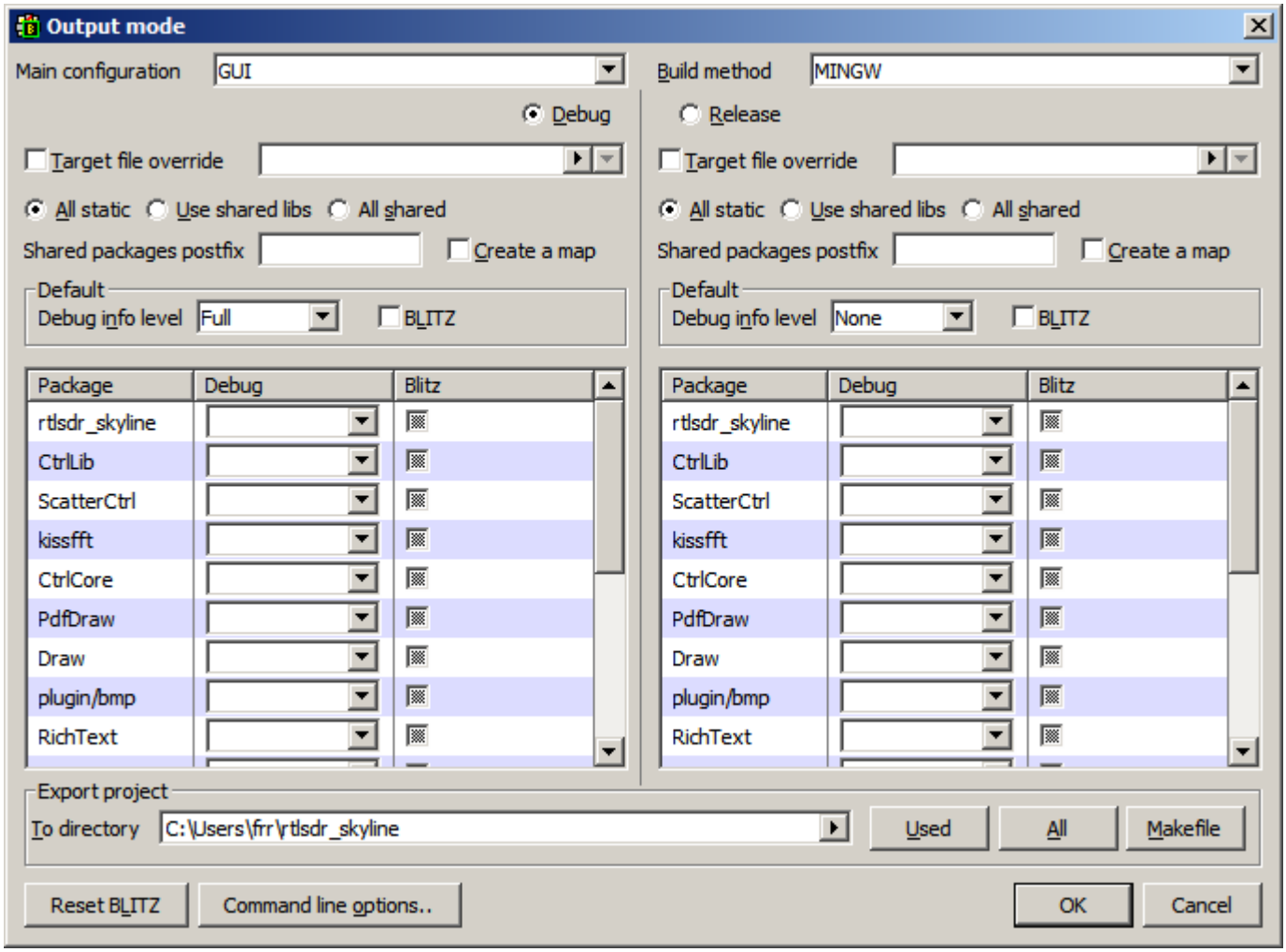
Is this something trivial, or would I need to compile the rtlsdr.dll from source code as well, or is there some other voodoo in play? Should I toggle the debugging symbols per component in the "output mode" menu?

Any ideas welcome

Frank Rysanek

File Attachments

1) UPP_output_mode.png, downloaded 600 times



Subject: Re: U++ TheIDE integrated debugging tutorial ?
Posted by koldo on Tue, 22 Oct 2019 07:33:41 GMT
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Hi Frank

I imagine you are using MinGW. If you want smaller debug exes, you can use MSVC.
In addition, ScatterDraw uses Eigen, that includes a FFT implementation. Reference/Eigen_demo includes a simple example.
About the error, are you including the DLL in compile time using a library or in runtime? Please also confirm that if you prepare a sample without that library, the error still remains.

Subject: Re: U++ TheIDE integrated debugging tutorial ?
Posted by xrysf03 on Tue, 22 Oct 2019 16:27:35 GMT
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Dear Koldo,

thanks for all the tips and for your immediate responses
Yes I'm using MinGW, and for the moment it does the job fine.
Debugging mode is not my favourite...

I've tried the same approach on my earlier "hello world" app: pretty much an empty GUI window with a single text label, just the "main.c" translation unit, no libraries... and even that ended up with the same error message.

I've tried doing this in TheIDE (the OS is 64bit) and TheIDE32, and they both behave the same.

I should say that I'm using a pretty old build: 12610 nightly. I should probably try an update to a more recent release or some fresh nightly before asking silly questions. Time for that later, I guess. The problem I'm debugging in my toy app should not be too complicated, I guess I can swat that bug using just basic instrumentation, without debugging symbols enabled.

Thanks again for your help. I'll post to this thread again, if I discover something worth reporting - but before that, I'd do my homework and install a current version of U++

Thanks for making U++ freely available.

Frank

Subject: Re: U++ TheIDE integrated debugging tutorial ?
Posted by koldo on Wed, 23 Oct 2019 06:05:28 GMT
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Yes, main things first
Please download and install latest build, and try to run an Example.
In my case, for every new install (for example in Linux), I always run the Example/Clock example.
If it compiles and runs, install is OK. After that, you can do your own "Hello World".
