Subject: Debugging under Linux
Posted by Giorgio on Wed, 29 Jan 2020 16:41:33 GMT
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I there,
when I try to launch the debugger on Linux (Debian) I get some error messages: if I understood correctly, there is some sort of incompatibility between Upp and gdb, so Upp cannot use gdb for debugging.

Do you have any suggestion on what application I could use to debug Upp apps on Linux?

Thanks,
gio

Subject: Re: Debugging under Linux
Posted by Klugier on Wed, 29 Jan 2020 19:19:14 GMT
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Hello Giorgio,

There is no incompatibility between Upp and GDB on Linux. Make sure you have GDB in your environment variables. You can check this by calling which command in your terminal:

[klugier@X470Pro ~]$ which gdb
/usr/bin/gdb

If there is no gdb you need to install it:

sudo apt install gdb

Can you post screenshot that presents the error?

Sincerely,
Klugier

Subject: Re: Debugging under Linux
Posted by Giorgio on Thu, 30 Jan 2020 11:30:31 GMT
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Hi Klugier,
I remind that I read somewhere in the forum (but actually I cannot find the post now, maybe I just

had it wrong) that there were problems with Upp and gdb, so when I saw those errors I assumed that was due to this incompatibility and did not dig into them. Now I had a deeper analysis and turned out that they are related to my application (even I did not find out yet where they are).

Thanks again,
gio

Subject: Re: Debugging under Linux
Posted by mr_ped on Thu, 30 Jan 2020 14:40:04 GMT
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The gdb experience is not 1:1 with windows debugger, so you probably read about that.

Also the gdb had two different implementations in TheIDE before (you could switch between in the settings), I'm not even sure if this is still a thing in current version (or if it was reduced to single implementation again).

But generally the debugging under linux should work, although maybe slightly limited/different compared to current state under windows with windows native debugger.

Subject: Re: Debugging under Linux
Posted by mirek on Thu, 05 Mar 2020 11:10:21 GMT
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mr_ped wrote on Thu, 30 January 2020 15:40The gdb experience is not 1:1 with windows debugger, so you probably read about that.

Also the gdb had two different implementations in TheIDE before (you could switch between in the settings), I'm not even sure if this is still a thing in current version (or if it was reduced to single implementation again).

But generally the debugging under linux should work, although maybe slightly limited/different compared to current state under windows with windows native debugger.

It is back to single implementation again. mi2 interface based one did not really solved any issues and then started lagging in features. Not worth it to maintain it.

In future, I would like to try to do something based on llvm libraries, virtualize it all (that means on one side the debug info, on other side host platform debugging API) and have just single potent debugger. But I suppose that is a lot of work...
