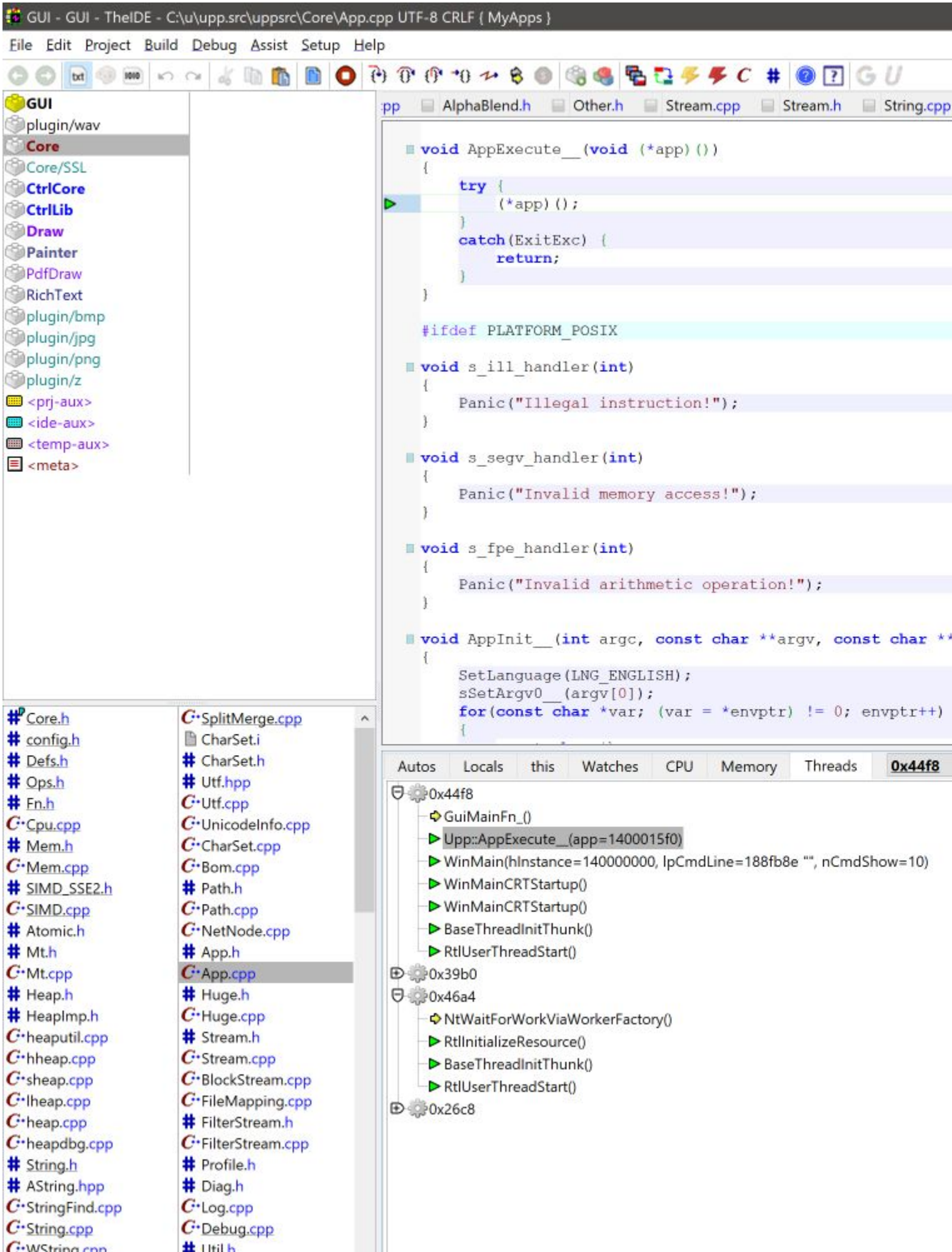
Subject: theide: New Threads tab in PDB debugger
Posted by mirek on Wed, 15 Jul 2020 11:37:13 GMT
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Should simplify investigation of complicated multithreaded issues:

File Attachments

1) Clipboard01.jpg, downloaded 973 times


GUI - GUI - TheIDE - C:\u\upp.src\uppsrc\Core\App.cpp UTF-8 CRLF { MyApps }
File Edit Project Build Debug Assist Setup Help
GUI
plugin/wav
Core
Core/SSL
CtrlCore
CtrlLib
Draw
Painter
PdfDraw
RichText
plugin/bmp
plugin/jpg
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
pp AlphaBlend.h Other.h Stream.cpp Stream.h String.cpp
void AppExecute__(void (*app)())
{
try {
(*app)();
}
catch(ExitExc) {
return;
}
}
#ifdef PLATFORM_POSIX
void s_ill_handler(int)
{
Panic("Illegal instruction!");
}
void s_segv_handler(int)
{
Panic("Invalid memory access!");
}
void s_fpe_handler(int)
{
Panic("Invalid arithmetic operation!");
}
void AppInit__(int argc, const char **argv, const char **
{
SetLanguage(LNG_ENGLISH);
sSetArgv0__(argv[0]);
for(const char *var; (var = *envptr) != 0; envptr++)
{
Core.h
config.h
Defs.h
Ops.h
Fn.h
Cpu.cpp
Mem.h
Mem.cpp
SIMD_SSE2.h
SIMD.cpp
Atomic.h
Mt.h
Mt.cpp
Heap.h
HeapImp.h
heaputil.cpp
hheap.cpp
sheap.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
String.h
AString.hpp
StringFind.cpp
String.cpp
SplitMerge.cpp
CharSet.i
CharSet.h
Utf.hpp
Utf.cpp
UnicodeInfo.cpp
CharSet.cpp
Bom.cpp
Path.h
Path.cpp
NetNode.cpp
App.h
App.cpp
Huge.h
Huge.cpp
Stream.h
Stream.cpp
BlockStream.cpp
FileMapping.cpp
FilterStream.h
FilterStream.cpp
Profile.h
Diag.h
Log.cpp
Debug.cpp
Autos Locals this Watches CPU Memory Threads 0x44f8
0x44f8
GuiMainFn_()
Upp::AppExecute__(app=1400015f0)
WinMain(hInstance=140000000, lpCmdLine=188fb8e "", nCmdShow=10)
WinMainCRTStartup()
WinMainCRTStartup()
BaseThreadInitThunk()
RtlUserThreadStart()
0x39b0
0x46a4
NtWaitForWorkViaWorkerFactory()
RtlInitializeResource()
BaseThreadInitThunk()
RtlUserThreadStart()
0x26c8