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Subject: Upp and VisualStudio

Posted by [peterh](#) on Tue, 10 Nov 2020 20:56:06 GMT

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Hi,

There is a plugin for Visual Studio to import a \*.pdb file as project here: <https://marketplace.visualstudio.com/search?term=pdbproject&target=VS&category=Tools&vsVersion=&subCategory=All&sortBy=Relevance>

After installing it permits to open a \*.pdb file as a project and generates a \*.vcxproj.  
It works for me so far, I dont intend to build in Visual Studio, only browse, possibly edit or debug.

So far I found, the pdb file must be generated by the matching Microsoft compiler version, clang didnt work.

Have fun!

Peter

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Subject: Re: Upp and VisualStudio

Posted by [mirek](#) on Wed, 11 Nov 2020 00:11:56 GMT

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peterh wrote on Tue, 10 November 2020 21:56Hi,

There is a plugin for Visual Studio to import a \*.pdb file as project here: <https://marketplace.visualstudio.com/search?term=pdbproject&target=VS&category=Tools&vsVersion=&subCategory=All&sortBy=Relevance>

After installing it permits to open a \*.pdb file as a project and generates a \*.vcxproj.  
It works for me so far, I dont intend to build in Visual Studio, only browse, possibly edit or debug.

So far I found, the pdb file must be generated by the matching Microsoft compiler version, clang didnt work.

Have fun!

Peter

You can actually use Alt+F5 to launch Visual Studio as debugger from theide....

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Subject: Re: Upp and VisualStudio

Posted by [peterh](#) on Wed, 11 Nov 2020 07:11:47 GMT

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Thank you, good to know,  
For some unknown reason however, it doesnt work here:  
Unable to launch "c:\program files (x86)\microsoft visual  
studio\2017\community\vc\tools\msvc\Common7\IDE\devenv.exe"  
C:\upp\out\examples\MSVS17x64.Debug.Debug\_Full.Gui\HelloWorld.exe

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Subject: Re: Upp and VisualStudio  
Posted by [mirek](#) on Wed, 11 Nov 2020 07:34:12 GMT  
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peterh wrote on Wed, 11 November 2020 08:11 Thank you, good to know,  
For some unknown reason however, it doesnt work here:  
Unable to launch "c:\program files (x86)\microsoft visual  
studio\2017\community\vc\tools\msvc\Common7\IDE\devenv.exe"  
C:\upp\out\examples\MSVS17x64.Debug.Debug\_Full.Gui\HelloWorld.exe

Check the path to devenv....

The path is defined in the build method, so you can change it there. It is preset by automated  
setup but I guess nobody bothered to checking so far. Maybe you do have paid VS (not  
community)?

Mirek

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Subject: Re: Upp and VisualStudio  
Posted by [peterh](#) on Wed, 11 Nov 2020 08:35:56 GMT  
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Thank you.  
I have community. (I am just a selftaught hobbyist with semiprofessional programming experience  
:?)  
The path here is: C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE  
If I entry this to the executable path in build methods, it still doesnt work, it accesses the path that  
I gave above in my first posting.  
However compiling and debugging with microsoft tools inside TheIDE works, I wonder how it finds  
the path.  
edit:  
If I delete the path in build methods, this doesnt change anything. Seemingly it has no effect.  
If I use "automatic build method setup", same result.

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Subject: Re: Upp and VisualStudio  
Posted by [peterh](#) on Wed, 11 Nov 2020 15:37:47 GMT

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If I type "devenv /debugexe hello.exe" from a console, then a new instance of devenv is invoked. I don't know how TheIDE does it, if it opens a new instance of Visual Studio I would anyway not use it.

First I start Visual Studio (devenv.exe) and import the pdb file. So I have all symbols and sources loaded before I debug.

My program starts like this:

```
GUI_APP_MAIN
{
    for(;;!IsDebuggerPresent();) Sleep(10); // Wait for debugger to attach
        DebugBreak();                    // Stop at next line

    SetLanguage(LNG_ENGLISH);           // <- Program is here after Debugger was attached
    HelloWorld().Run();
}
```

Then I start hello.exe and choose "debug" in taskmanager to attach it to the debugger.

This said, in most cases I use TheIDE standalone.

I intend to use VS only to view inheritance trees, search references to procedures, find implementation of operators, refactoring and more stuff what it can do or can do faster.

Mainly to analyze and understand unknown programs, not so much for selfwritten stuff.

For debugging it has an advantage, it can start and stop threads, in some rare cases this might help.

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Subject: Re: Upp and VisualStudio

Posted by [Novo](#) on Wed, 11 Nov 2020 18:39:00 GMT

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Another thing you can do with PDB files is to analyze how much memory is wasted by inefficient alignment of data in a data structure.

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