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Subject: gdb debug is not working in theide on macos catalina

Posted by [james\\_888](#) on Tue, 27 Apr 2021 12:52:09 GMT

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Hi everyone!

Recently, I have been developing a cross-platform UI program using U++.

Btw, I have faced a problem on mac os.

The gdb debugger is not working on mac os catalina.

Please give me an answer if anyone knows how to handle this problem.

Thanks in advance.

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Subject: Re: gdb debug is not working in theide on macos catalina

Posted by [Novo](#) on Tue, 27 Apr 2021 15:11:44 GMT

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This is a known problem.

You can try to use something else for debugging. My personal choice - vim + gdb plugin.

BTW, Upp has different tool for debugging: RDUMP and RLOG (in different combinations).

They are, actually, very handy ...

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Subject: Re: gdb debug is not working in theide on macos catalina

Posted by [james\\_888](#) on Thu, 29 Apr 2021 00:42:56 GMT

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Thank you for your answer.

I will try with those.

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Subject: Re: gdb debug is not working in theide on macos catalina

Posted by [Novo](#) on Thu, 29 Apr 2021 15:36:50 GMT

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Another useful function call:

```
StdLogSetup(LOG_COUT|LOG_FILE);
```

It will send logs to stdout in addition to a log-file.

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