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Subject: Debugger ignore breakpoint in headerfile  
Posted by [ren42](#) on Fri, 28 Jul 2006 19:48:55 GMT  
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Hello altogether,  
first i want say, you did a wonderful work. I'm very impressed  
about all those features UPP have.

So I get confused that the debugger ignored breakpoints  
in headerfiles. The reason is: I enclosed my headers,  
except for the STL, in doublequotes e.g.:  
`#include "hyperclass.hpp" <--- Breakpoints will be ignored`  
Now i find the workaround:  
`#include <mainPackage/hyperclass.hpp> <--- Now it works`  
But i think it's not a bug, it's a feature, so i can organize  
my code better  
BTW, please tell me, how can i make the debugger stop, if an  
error occur? The option "Stop on Error" is activated.

Many thanks in advance

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Subject: Re: Debugger ignore breakpoint in headerfile  
Posted by [mirek](#) on Fri, 28 Jul 2006 22:28:29 GMT  
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You give quite a little info.. Which compiler, what platform?

In fact, there are now two debuggers in TheIDE

- debugger for Microsoft compiler. That one is much more advanced and much more code is in TheIDE itself - it just uses dbghelp.dll library to get symbolic info from the executable, does rest in our code

- debugger for GCC (mingw) - just GUI frontend to GDB (unfortunately).

Both are limited by tools they use. dbghelp.dll sometimes does not return correct symbol info (and then yet again, sometimes it is not well interpreted by us), gdb has even more problems...

Mirek

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Subject: Re: Debugger ignore breakpoint in headerfile  
Posted by [ren42](#) on Sat, 29 Jul 2006 11:03:08 GMT  
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Hi Mirek,

thanks for your quick response

Quote:

You give quite a little info.. Which compiler, what platform?

I'm sorry to forget to tell that

Well, I'm using gcc 3.4.1 and W2000 with the latest servicepack. And UPP605 with gcc included. Because I migrated my project from codeblocks i used first gcc included in codeblock and later the gcc included in UPP. Both compiler behave the same way. I don't have the M\$ compiler, but i will try to use it. I hope this can help you

Thomas

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Subject: Re: Debugger ignore breakpoint in headerfile

Posted by [mirek](#) on Sat, 29 Jul 2006 16:49:27 GMT

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Then, unfortunately, the problem is very likely inside gdb....

The only thing we can do is to test whether we are supplying the correct info to GDB. In "Verbose mode" TheIDE will log all communications it does with GDB....

Mirek

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Subject: Re: Debugger ignore breakpoint in headerfile

Posted by [ren42](#) on Sat, 29 Jul 2006 21:44:10 GMT

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Hi Mirek,  
i think the gdb isn't as perfect at all. In codeblock the gdb ignores breakpoints in constructors and destructors... For this cases i use a dummy function placed in the ctors or dtors, set a breakpoint in the dummy function and voila. Stoneage methods but it works The gdb isn't really a reason to stop using UPP

Many thanks,  
Thomas

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Subject: Re: Debugger ignore breakpoint in headerfile

Posted by [mirek](#) on Sat, 29 Jul 2006 22:40:56 GMT

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Well, maybe some day in distant future somebody will have enough time to understand the library that provides the symbolic information for GDB and create better GCC debugger for U++...

Mirek

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