Subject: Variables windows during debug
Posted by g00fy on Sun, 03 Dec 2006 23:55:52 GMT
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During debug you see variables in the bottom of the screen.

What I am suggesting is to:

1/ sort them, and sort their inner variables too (also during exploring).

2/ In Auto's window: Show the result of the last completed function. And if for example it's code like:

```
int func(int i) { return i*2; }
=>
i = 10;
func( func( func(i) ) );
```

Then it should show:

```
func returns        20
func returns        40
func returns        80
i                10
```

So basically it's like: show return of each function + the variables used in those function calls...

This behaviour reflects the one of Visual Studio IDE.

Greetz
Steven

Subject: Re: Variables windows during debug
Posted by g00fy on Mon, 04 Dec 2006 07:23:10 GMT
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Oh, just seen this one:

a call trace would be nice!

Subject: Re: Variables windows during debug
Posted by mirek on Mon, 04 Dec 2006 10:59:46 GMT
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It is there - the field that displays current function has drop-down button.

Mirek

Subject: Re: Variables windows during debug
Posted by mirek on Tue, 05 Dec 2006 12:23:37 GMT
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g00fy wrote on Sun, 03 December 2006 18:55
int func(int i) { return i*2; }
=>
i = 10;
func(func(func(i)));

Then it should show:
func returns 20
func returns 40
func returns 80
i 10

So basically it's like: show return of each function + the variables used in those function calls...

This behaviour reflects the one of Visual Studio IDE.

Greetz
Steven

Well, unfortunately, TheIDE's option there are somewhat limited by the library MS provides to retrieve the debug info from executables and also by documentation provided for that library...

In reality, debugger is useful, but very often U++ LOG is better tool to for debugging. For GUI code, it is often the only option.

Mirek

Subject: Re: Variables windows during debug
Posted by unodgs on Tue, 05 Dec 2006 14:54:58 GMT
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Quote: For GUI code, it is often the only option.
You can still use debugger but your app window must be open on second screen...

Subject: Re: Variables windows during debug
Posted by mirek on Tue, 05 Dec 2006 15:13:43 GMT
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unodgs wrote on Tue, 05 December 2006 09:54Quote: For GUI code, it is often the only option. You can still use debugger but your app window must be open on second screen...

Well, that solves one problem.

But another one is that often some place in the code has to be performed 1000 times before something interesting happens. In that case, LOGs and Find (in the LOG file) are best option.

Yet another, more or less C++ problem is that debuggers are good for dumping simple values. But when dealing with complex C++ structures, it is often difficult.

Mirek