Subject: Can't stop at breakpoints in debugger
Posted by $mike{is_here} on Tue, 03 Jul 2007 16:09:36 GMT
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Hi,

I wonder what I'm missing. I set breakpoints, I recompiled everything with MINGWDebug (in Ultimate++ 2007.1). I turned Full debug mode on

F5 or CTRL+F10 run over those breakpoints. The program eventually stops when there is a panic failure. Then I can see assembly code, registers and so on. But I can't examine code at the breakpoints.

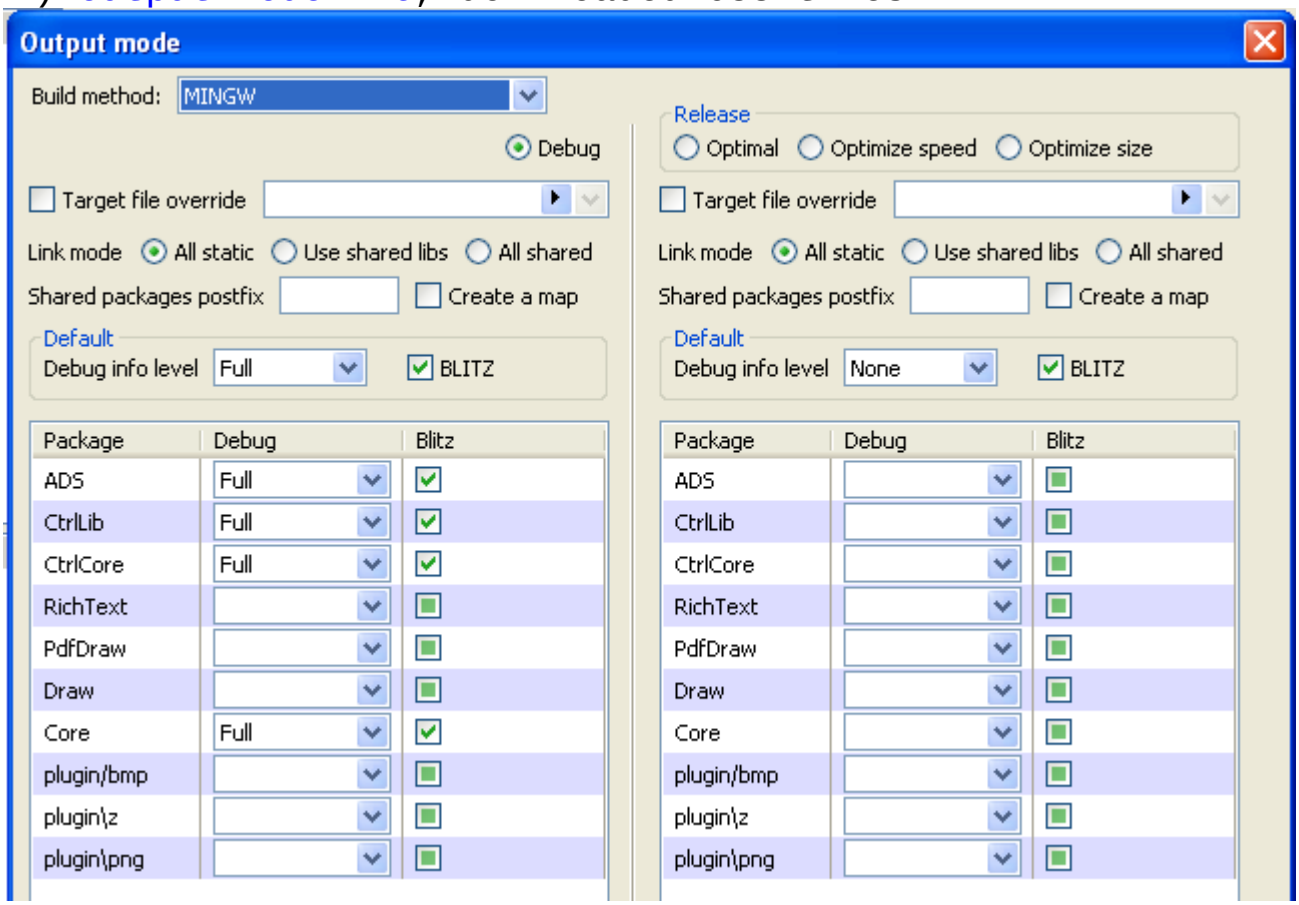
I could run gdb in a DOS window (Debug externally), but that doesn't help me much.

Thank you in advance.

Micha

File Attachments

1) output-mode.PNG, downloaded 683 times



Subject: Re: Can't stop at breakpoints in debugger
Posted by mrjt on Tue, 03 Jul 2007 16:34:52 GMT
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Have you checked that debug info is also set to Full under Setup->Build Methods (also the debug option should be '-O0'). I've been caught out before by having two different configs.

Subject: Re: Can't stop at breakpoints in debugger
Posted by $mike{is_here} on Tue, 03 Jul 2007 17:06:12 GMT
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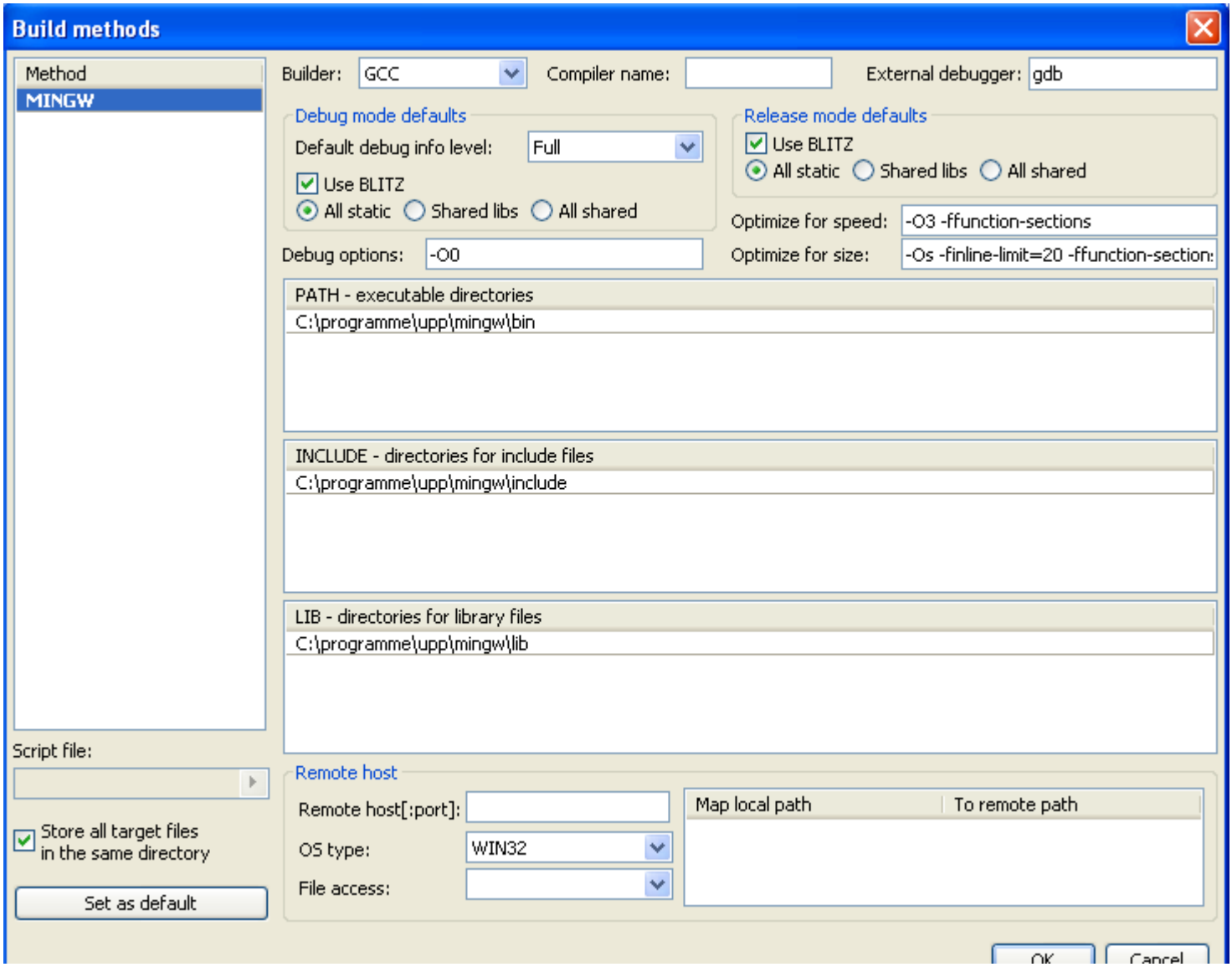
Hi mrjt,

Unfortunately that seems to be the case (should still be the default setting after installation).

Thanks for your help.
Micha

File Attachments

1) build-methods.PNG, downloaded 695 times



Subject: Re: Can't stop at breakpoints in debugger
Posted by ebojd on Tue, 03 Jul 2007 18:06:08 GMT
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I think I've seen this before and it was discussed some place before in the forums -- just not sure when or where...

What happened to me was somehow the debugger got the source code <in the upper right package window of theide> and another pointer to it in <prj-aux>. The breakpoints were being set in <prj-aux> and the debugger was looking for them in the project code. Try setting them in both and see if that helps.

Then again I may be completely off in left field.

EBo --

Subject: Re: Can't stop at breakpoints in debugger
Posted by $mike{is_here} on Tue, 03 Jul 2007 18:35:09 GMT
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Hi EBo,

Thanks, but I don't see a difference when following your suggestion.

Kind regards,
Micha

Subject: Re: Can't stop at breakpoints in debugger
Posted by $mike{is_here} on Tue, 03 Jul 2007 18:39:49 GMT
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Hi Ebo,

May be you mean this post:

http://www.ultimatepp.org/forum/index.php?t=msg&th=1225& amp;start=0&

Message 4216 ?

Micha

Subject: Re: Can't stop at breakpoints in debugger
Posted by ebojd on Fri, 06 Jul 2007 11:26:05 GMT
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Hello Micha,

I took a couple of minuites and tracked this oue down:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=936 1&#msg_9361

I believe there were others, but that is the main thread I was thinking of...

EBo --

Subject: Bypassed +++ Re: Can't stop at breakpoints in debugger
Posted by $mike{is_here} on Tue, 10 Jul 2007 21:21:50 GMT
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Hello EBo--,

Thanks.

For the time being I bypass the problem by using a simple unit test interface I wrote. I used template<> for the first time, and hey, it's really a wow! thing after taking the first hurdles.

It works like this:

```
Check<String> cs;
String res;   // some result from somewhere
String exp;   // some expectation

cs.change(res, exp, String("some comments"));
cs.same();    // prints out Not-OK (printing the values) or OK (only comment)
```

Just wondering, how unit testing is done in U++. I apply the Test-Driven Design (TDD) flavor. Though, once in a while I still need the debugger (like now during my learning phase of U++).

Micha