

---

Subject: asm int 3, abort();  
Posted by [arturbac](#) on Sun, 08 Jul 2007 11:31:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```
#ifndef __NOASSEMBLY__
#if defined(_DEBUG) && defined(CPU_X86)
#ifdef COMPILER_MSC
    _asm int 3
#endif
#endif

#endif
#endif
#else
    write(2, msg, strlen(msg));
    write(2, "\n", 1);
#endif
LOG(GetLastErrorMessage());
abort();
```

better would be to use with MSVC:

Microsoft Specific

Causes a breakpoint in your code, where the user will be prompted to run the debugger.

```
<intrin.h>
void __debugbreak();
```

is similar to: `__asm { int 3 }` on an x86 computer.

---

---

Subject: Re: asm int 3, abort();  
Posted by [mirek](#) on Mon, 09 Jul 2007 07:38:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Does not seem to work with MSC 7.1....

---

---

Subject: Re: asm int 3, abort();  
Posted by [arturbac](#) on Mon, 09 Jul 2007 08:56:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

But will work with msvc8 x64, msvc8 ARM where asm int 3 will not.

---

---

Subject: Re: asm int 3, abort();  
Posted by [mirek](#) on Mon, 09 Jul 2007 10:36:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

arturbac wrote on Mon, 09 July 2007 04:56But will work with msvc8 x64, msvc8 ARM where asm int 3 will not.

Yes, just wanted to say I would rather made it x64/MSVC and ARM/MSVC specific....

If you can, please provide the tested (on x64 at least) patch.

Mirek

---

---

Subject: Re: asm int 3, abort();  
Posted by [arturbac](#) on Mon, 09 Jul 2007 21:23:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tested with x64 & MSVC8.

#### File Attachments

---

1) [Util.cpp](#), downloaded 395 times

---

---

Subject: Re: asm int 3, abort();  
Posted by [mirek](#) on Tue, 10 Jul 2007 03:14:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What is with TimeStop::ToString?

Mirek

---

---

Subject: Re: asm int 3, abort();  
Posted by [arturbac](#) on Tue, 10 Jul 2007 09:20:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ignore it please. I forget about that change, sorry.

---