Subject: Debugging of tables, vector, etc.
Posted by spidertp on Fri, 05 Oct 2007 06:23:02 GMT
View Forum Message <> Reply to Message

Hello everybody,

I'm getting into UPP and starting to like it.

But I have a question about debugging - how can I see specific object in a table or vector?

For example:

```
struct MyStruct
{
float table[100];
String text;
}

main
{
...
MyStruct myTable[100];
Vector<MyStruct> myVector[100];

myVector[99].table[1] = 15.5;
...
}
```

In debugging mode, in Explorer I write:
myVector[99]
and he says
Quote:Invalid operand.

Only writing myVector is OK, but how can I see specific item in it?

Please help.