Subject: If we are going to do debugger in Linux
Posted by mirek on Mon, 05 May 2008 17:56:27 GMT
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this link might help us a lot:

http://reality.sgiweb.org/davea/dwarf.html

Mirek

Subject: Re: If we are going to do debugger in Linux
Posted by mdelfede on Tue, 06 May 2008 21:08:52 GMT
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Well, I just looked at what did C::B team with GDB... not bad at all
Why not implement something like that ? It's quite comfortable.

Max

Subject: Re: If we are going to do debugger in Linux
Posted by mirek on Wed, 07 May 2008 07:27:07 GMT
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mdelfede wrote on Tue, 06 May 2008 17:08Well, I just looked at what did C::B team with GDB...
not bad at all
Why not implement something like that ? It's quite comfortable.

Max

Well, I think that once we overcome problems with parsing debugging info, the nice advantage
would be having a single code-base for both win32 and linux debuggers (it should be possible to
virtualise both access to symbols and debugging calls).

Mirek

Subject: Re: If we are going to do debugger in Linux
Posted by mirek on Thu, 08 May 2008 11:14:19 GMT
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Another useful link:

 http://libcwd.sourceforge.net/reference-manual/group__chapte r__symbols__intro.html