Subject: Linux console apps (no U++) hang while debuging
Posted by cbpporter on Tue, 22 Jul 2008 14:13:29 GMT
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...when the application does not quit immediately, like when running a server.

But TheIDE also hangs when debugging something as simple as:
#include "stdio.h"

int main(int argc, const char *argv[])
{
 printf("%s\n", "caca");
 getchar();
 return 0;
}

Subject: Re: Linux console apps (no U++) hang while debuging
Posted by mirek on Thu, 24 Jul 2008 21:30:47 GMT
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cbpporter wrote on Tue, 22 July 2008 10:13...when the application does not quit immediately, like when running a server.

But TheIDE also hangs when debugging something as simple as:
#include "stdio.h"

int main(int argc, const char *argv[])
{
 printf("%s\n", "caca");
 getchar();
 return 0;
}

They do not hang. They just do not open a console.

Sorry, I have not figured how to fix that yet. Not that simple...

Mirek

Subject: Re: Linux console apps (no U++) hang while debuging
Posted by cbpporter on Thu, 24 Jul 2008 21:43:24 GMT
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What I mean with hang is that after I press F5 I need to kill TheIDE because it no longer responds

to any commands, including "Stop!".

Subject: Re: Linux console apps (no U++) hang while debuging
Posted by mirek on Fri, 25 Jul 2008 07:14:51 GMT
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cbpporter wrote on Thu, 24 July 2008 17:43What I mean with hang is that after I press F5 I need to kill TheIDE because it no longer responds to any commands, including "Stop!".

I think this depends on application. I am having the same issue sometimes, sometimes I can Stop.

You know, that nasty gdb interface stuff is disaster.... I am afraid that the only working solution here (and for the console problem as well) is to implement the debugger just as in Win32....

The real problem is how to get symbolic info from the binary.

Mirek

Subject: Re: Linux console apps (no U++) hang while debuging
Posted by cas_ on Sat, 16 Aug 2008 18:56:58 GMT
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luzr wrote on Fri, 25 July 2008 09:14
The real problem is how to get symbolic info from the binary.

That should be possible with libdwarf, altough I've never used it so I'm no expert

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