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Subject: using debugger and assert

Posted by [TeCNoYoTTa](#) on Mon, 13 Oct 2008 13:13:49 GMT

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hello

in VS i can know what line in my code called runtime error or may bey called assert

how can i know the line that called assert in my code ( not in included code)

thx in advance

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Subject: Re: using debugger and assert

Posted by [captainc](#) on Mon, 13 Oct 2008 14:28:32 GMT

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If you didn't call it, it was probably called using one of the U++ containers. I would insert a breakpoint at places like Vector Add()/Remove()/etc methods.

Is this what you mean? That you get taken to files like Vcont.h instead of your source file?

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Subject: Re: using debugger and assert

Posted by [TeCNoYoTTa](#) on Mon, 13 Oct 2008 14:31:20 GMT

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yes that what i mean

i want to know the function in my source code that called the assert in other file ( like Vcont.h)

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Subject: Re: using debugger and assert

Posted by [mrjt](#) on Mon, 13 Oct 2008 15:03:47 GMT

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Can't you just follow the call stack up to your application code?

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