Subject: using debugger and assert
Posted by TeCNoYoTTa on Mon, 13 Oct 2008 13:13:49 GMT
View Forum Message <> Reply to Message

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

Subject: Re: using debugger and assert
Posted by captainc on Mon, 13 Oct 2008 14:28:32 GMT
View Forum Message <> Reply to Message

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?

Subject: Re: using debugger and assert
Posted by TeCNoYoTTa on Mon, 13 Oct 2008 14:31:20 GMT
View Forum Message <> Reply to Message

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)

Subject: Re: using debugger and assert
Posted by mrjt on Mon, 13 Oct 2008 15:03:47 GMT
View Forum Message <> Reply to Message

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