Subject: The debugger crashed
Posted by screw on Thu, 19 Feb 2009 13:21:07 GMT
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Hi!

I'm new in the ultimate++. I wrote simple program with a button and I would like to debug it.
But after breakpoint of the callback of button the CPU usage went up 100 percent and the IDE didn't respont.

My operating system is Win XP sp3.

(And my other problem, under compilation the memory usage is too high about 300-400MB. It is OK?)

Thank you.

Subject: Re: The debugger crashed
Posted by mr_ped on Thu, 19 Feb 2009 13:32:09 GMT
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MINGW? Did you wait long enough (couple of minutes) if the debug will recover and stop at the breakpoint? (Debugging with TheIDE+MINGW under WinXP is total pain)

The memory usage during compilation looks ok to me.

Maybe you should try MSCC, if it's possible for you, U++ supports the debugging a bit better with it.
Other way is to use more LOG() and similar things to debug application without debugger.

Subject: Re: The debugger crashed
Posted by mr_ped on Thu, 19 Feb 2009 13:36:25 GMT
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And honestly, I strongly suggest to write code without bugs at first place. Saves lot of time and nerves later.
(unit testing and test driven development helps a bit with this, but even with them when you hit some ugly bug, you will truly regret it... and I have no good advice in such case, it's simply pain of being a software developer. But it will help to catch many little bugs very early and with minimal effort. If you work in old fashion and you are not pure genius, those little bugs will quickly get very costly and tedious.)

Subject: Re: The debugger crashed
Posted by screw on Thu, 19 Feb 2009 15:14:32 GMT
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Thank you your advice.

I use MINGW.

"write code without bugs at first place"

This line may become the programmers motto.