Subject: bug watches are forgotten
Posted by aftershock on Sun, 22 Feb 2009 11:39:39 GMT
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Hi,

I use watches now. I noticed if I restart debugging , then the watches are deleted....
I think it is bug... I think it is good if you know that...

Also, watches could be remembered for the next session, program run.
Watches also could be saved/loaded....

Subject: Re: bug watches are forgotten
Posted by unodgs on Sun, 22 Feb 2009 13:38:53 GMT
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aftershock wrote on Sun, 22 February 2009 06:39Hi,

I use watches now. I noticed if I restart debugging , then the watches are deleted....
I think it is bug... I think it is good if you know that...

Also, watches could be remembered for the next session, program run.
Watches also could be saved/loaded....

I think it's not a bug (it just works this way), but it would be great if your ideas were implemented.

Subject: Re: bug watches are forgotten
Posted by cocob on Sun, 22 Feb 2009 19:22:47 GMT
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Yes , it would be very nice.
An other cool feature would be drag & drop expressions from editor to watches tab.

cocob

Subject: Re: bug watches are forgotten
Posted by aftershock on Mon, 23 Feb 2009 10:27:19 GMT
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I do not understand...
Drag and Drop?

Cut and past works now. What difference would that make?

Subject: Re: bug watches are forgotten
Posted by aftershock on Thu, 26 Feb 2009 15:03:31 GMT
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I wlil try to implement this.

Ok, I have implemented it...

The watch list and the history of explorer are stored

in the common path directory... per main package

It is also possible to load/save the watch list using
the pop up menu...

It works for the microsoft debugger only.

I attached the solution.

The attached files belong to the ide/debuggers directory.

File Attachments
1) Debuggers.zip, downloaded 357 times

Subject: Re: bug watches are forgotten
Posted by mirek on Tue, 17 Mar 2009 12:11:13 GMT
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aftershock wrote on Mon, 23 February 2009 05:27I do not understand...
Drag and Drop?

Cut and past works now. What difference would that make?

Completeness. D&D is expected, so it should work...

Mirek

Subject: Re: bug watches are forgotten
Posted by mirek on Tue, 17 Mar 2009 12:33:18 GMT
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luzr wrote on Tue, 17 March 2009 08:11aftershock wrote on Mon, 23 February 2009 05:27I do not understand...
Drag and Drop?

Cut and past works now. What difference would that make?

Completeness. D&D is expected, so it should work...

Mirek

And it works now, with all other issues...

Mirek