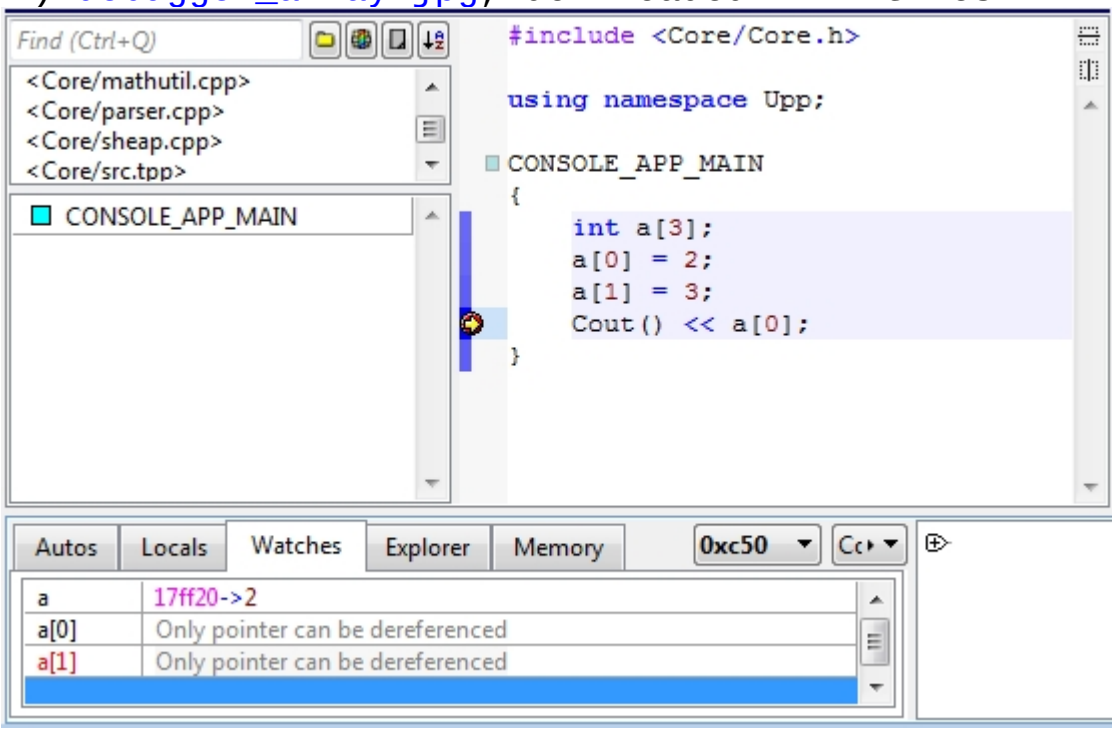
Subject: Debug watch not showing arrays?
Posted by hojtsy on Thu, 22 Apr 2010 05:53:32 GMT
View Forum Message <> Reply to Message

The debugger is not showing my array's values. (?!) Surely this can not be good... Using v2232 on Vista64 with MSC9 Debug build method.
Can you have a look at this please?
Thanks,
Sandor

```
#include <Core/Core.h>
using namespace Upp;
CONSOLE_APP_MAIN
{
 int a[3];
 a[0] = 2;
 a[1] = 3;
 Cout() << a[0];
}
```

File Attachments

1) debugger_array.jpg, downloaded 1277 times



Subject: Re: Debug watch not showing arrays?

Posted by mr_ped on Thu, 22 Apr 2010 08:11:29 GMT
View Forum Message <> Reply to Message

http://www.ultimatepp.org/forum/index.php?t=msg&goto=339 4&#msg_3394

Subject: Re: Debug watch not showing arrays?
Posted by mr_ped on Thu, 22 Apr 2010 08:14:16 GMT
View Forum Message <> Reply to Message

hmm... funny how it went into oblivion... so now we have both example code for Mirek + potentional fix. yay!

Subject: Re: Debug watch not showing arrays?
Posted by mirek on Fri, 14 May 2010 06:45:00 GMT
View Forum Message <> Reply to Message

mr_ped wrote on Thu, 22 April 2010 04:14hmm... funny how it went into oblivion... so now we have both example code for Mirek + potentional fix. yay!

Well, the last reply in the original thread was mine (asking for the testcase).

Subject: Re: Debug watch not showing arrays?
Posted by mr_ped on Fri, 14 May 2010 07:20:21 GMT
View Forum Message <> Reply to Message

'Went into oblivion' was hidden "blame me" message, but maybe I should have been more clear. I definitely didn't want to blame you.

I can't recall why I abandoned that, probably some pressure of different projects, sorry anyway.

Subject: Re: Debug watch not showing arrays?
Posted by mirek on Fri, 14 May 2010 13:00:42 GMT
View Forum Message <> Reply to Message

mr_ped wrote on Fri, 14 May 2010 03:20'Went into oblivion' was hidden "blame me" message, but maybe I should have been more clear. I definitely didn't want to blame you.

I can't recall why I abandoned that, probably some pressure of different projects, sorry anyway.

Well, I have reexamined the issue and I have to apologize, there is really blame on me: your patch was spot on! (actually, I have fixed the issue, then found your patch suggests the very same thing

Whatever, issue fixed.

Mirek
