
Subject: Debugging

Posted by [Wlad](#) **on** Sat, 06 Nov 2010 09:28:04 GMT

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Working envir.: 2791 + MinGW

The most Common question: how can I obtain a stack frame view after exceptional abort?

Now I can see the place in very bottom of call sequence. But I would like to see all chain of calls (and my error place - the starting point of this sequence)

In common: the work with debugger looks like something magic - sometime trace place is not visible, some time Debug menu items are disabled but I can see "debugger arrow" on the left of source window.

Of course good debugger is the half of succ result. But now it will be enough to have a call stack snapshot.

Subject: Re: Debugging

Posted by [dolik.rce](#) **on** Sat, 06 Nov 2010 17:22:53 GMT

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Hi Wlad,

If you run app in debug mode and exception happens it should bring you some of the predefined breakpoints in the U++ sources. The stack should be available to browse using the drop-down list under the source view area. If you want to copy the full backtrack there is an option for that in Debug menu.

The problem with disabled option in Debug menu might be caused by mingw debugger - it sometimes takes it quite a long time to give theide all the informations (current position in code, stack, etc.). Unfortunately there is not much that could be done about this.

Honza

Subject: Re: Debugging

Posted by [Wlad](#) **on** Wed, 10 Nov 2010 06:53:49 GMT

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dolik.rce wrote on Sat, 06 November 2010 19:22 The stack should be available to browse using the drop-down list under the source view area. If you want to copy the full backtrack there is an option for that in Debug menu.

May be I was not attentive enough but I didn't find out these things!

What the version (and OS for) you meant?

Subject: Re: Debugging

Posted by [cbporter](#) on Wed, 10 Nov 2010 07:09:34 GMT

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Here:

File Attachments

1) [debug.png](#), downloaded 524 times

Subject: Re: Debugging

Posted by [Wlad](#) on Wed, 10 Nov 2010 07:17:51 GMT

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cbporter wrote on Wed, 10 November 2010 09:09Here:

TNX a lot!!!

Did you shot it in Linux?
