Subject: debugging speed exes
Posted by nixnixnix on Thu, 26 Apr 2012 22:00:29 GMT
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Hello,

I realise I should know this by now but I have a crash which only shows up in my optimal and speed builds. I can get it to crash when I debug my speed build but then I have no idea what to do with the resulting information. Even if I could find out what function it is in when it crashes that could be useful.

Anyone got any tips or info on debugging speed builds with theIDE please?

Subject: Re: debugging speed exes
Posted by nixnixnix on Fri, 27 Apr 2012 02:38:15 GMT
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I decided to reply rather than edit as I am answering my own question.... I found the option to build with debug information - genius!! I can recreate my crash and see which function it happens in.

UPP rocks!

N

Subject: Re: debugging speed exes
Posted by dolik.rce on Fri, 27 Apr 2012 05:26:39 GMT
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Hi Nick,

Just a little warning Be aware that even though the debugging symbols are present, the debugger might tell you slightly incorrect information. Due to optimizations often some variables can't be inspected and even some line numbers can be a little off, especially for inlined functions. So if the debugger points you to a code which looks perfectly correct, it might really be correct

Another thing to try might be turning the optimizations off one by one... Or compiling only parts of the program with speed optimization - you can start by allowing it for some packages and after localizing the problem, you can step down to files level. That way, you can hunt the problem down at least to few functions in that file.

Best regards,

Honza