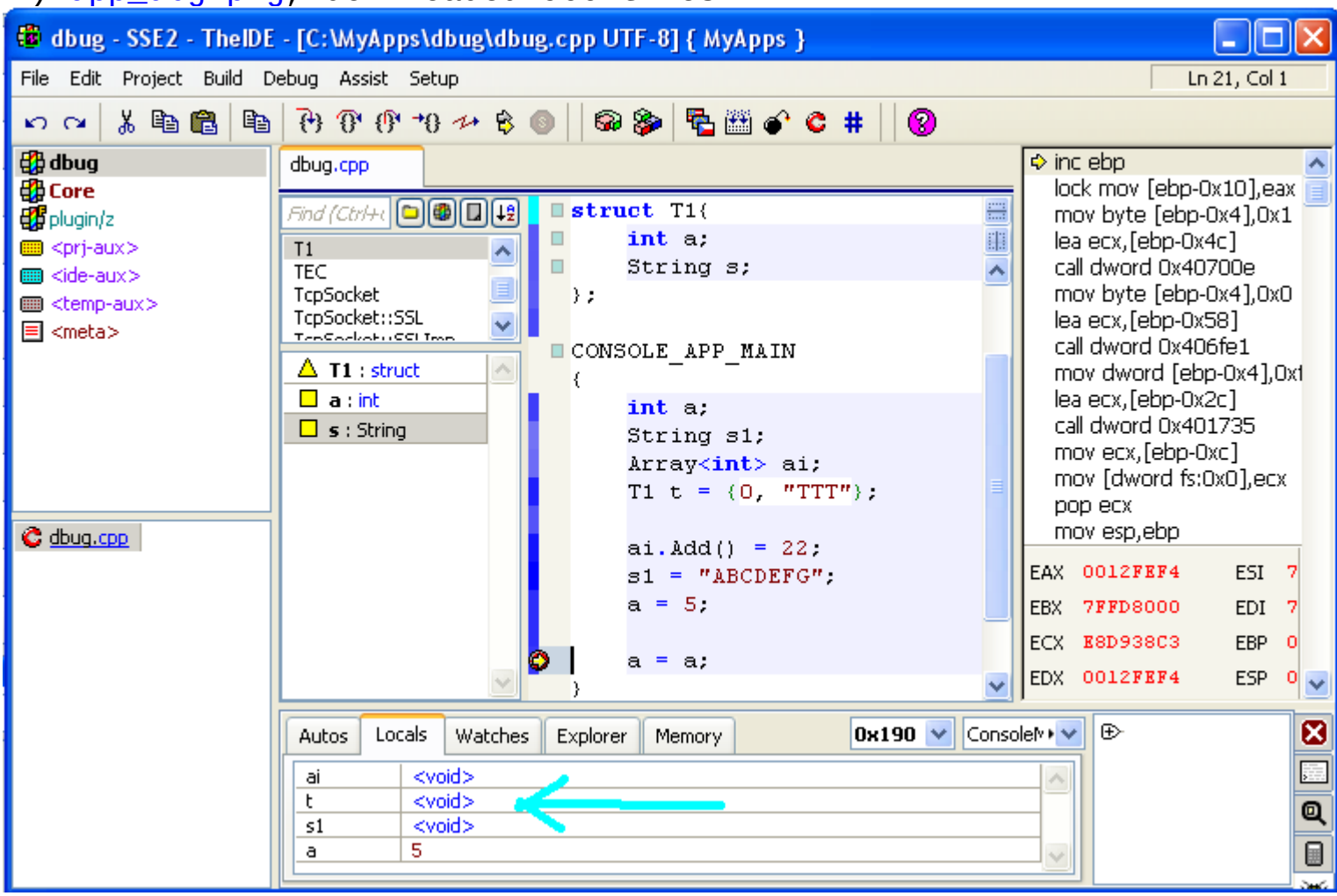
Subject: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by omari on Thu, 13 Sep 2012 22:02:05 GMT
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My conf: 5352, MSC9, WinXP

omari.

File Attachments

1) upp_dbg.png, downloaded 966 times



Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by omari on Sun, 14 Oct 2012 16:47:03 GMT
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Hi all,

can anyone verify if the bug exists?

in theide, set a breakpoint, when the execution pause, try evaluate a variable of String type.

and let me know.

thanks

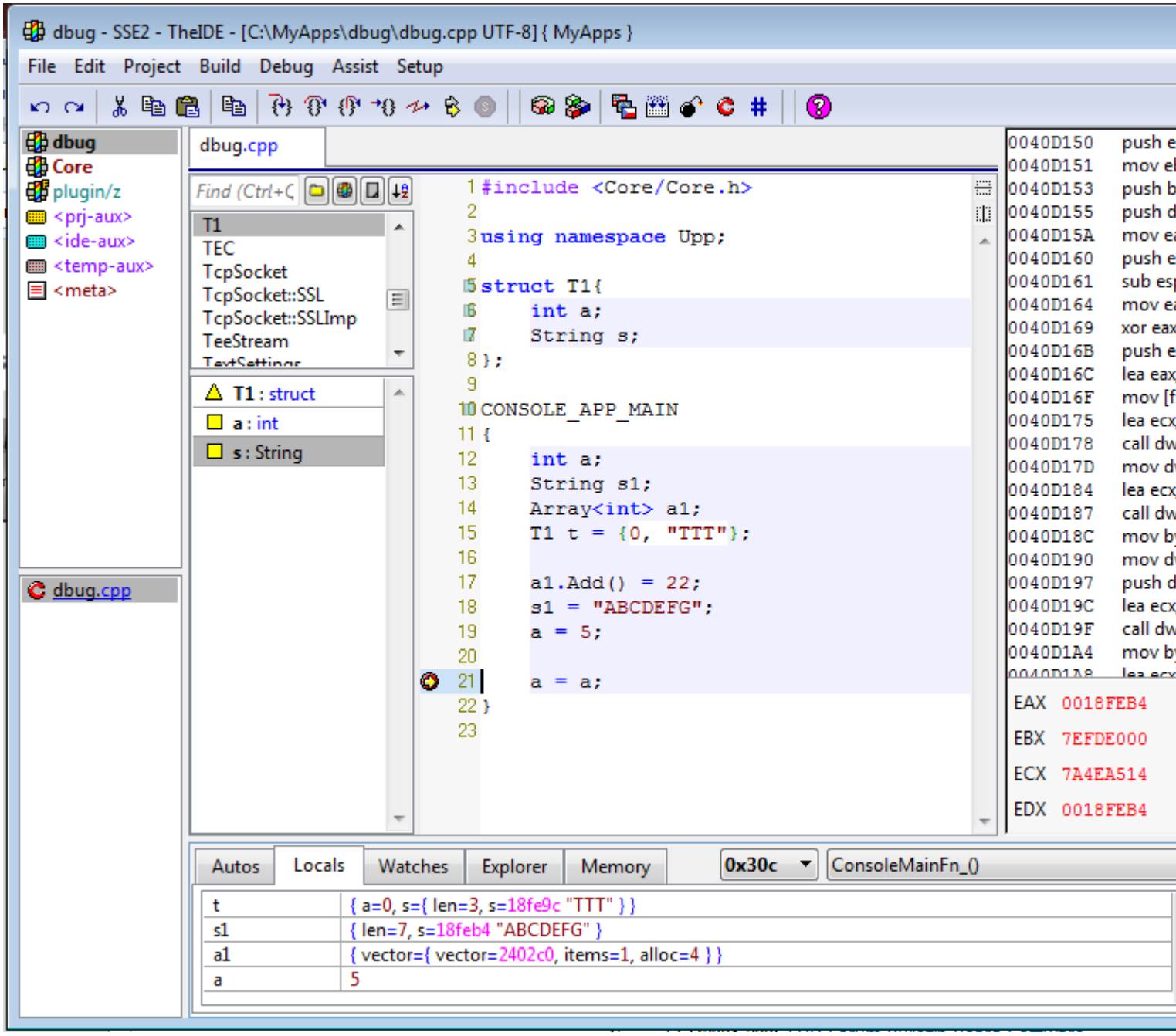
omari.

Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by nlneilson on Sun, 14 Oct 2012 21:26:08 GMT
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It seems to work OK.
Win7 - 5424

File Attachments

1) dbug-OK.png, downloaded 933 times



Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by omari on Sun, 14 Oct 2012 21:52:01 GMT
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thank you nlneilson,

I noticed the bug with version 5352, and I tried several versions, my current version is 5424, I have the same behavior: "<void>".

I'm running WinXp, the compiler is MSC9.

I'll try with another compiler (MinGW).

Thank you.

Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by nlneilson on Sun, 14 Oct 2012 22:17:45 GMT
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Your first post mentioned MSC9 so that is what I used on Win7 64bit.

With MSC10 it was OK.

With MSC9x64 Debug
Error creating process
C:\upp\out\MyApps\MSC9x64.Debug.Debug_Full.Sse2\dbug.exe
Windows error: The request is not supported.
With MSC9x64 Size it compiles OK.

On a WinXP 32bit MSC9 is OK.
With MSC8 get this error:

----- Core (SSE2 MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 3)
BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp NetNode.cpp App.cpp Strea
 m.cpp BlockStream.cpp Log.cpp Debug.cpp Ini.cpp Util.cpp mathutil.cpp Random.cpp LocalProcess.cpp Vcont.c
 pp Hash.cpp Callback.cpp TimeDate.cpp Value.cpp ValueUtil.cpp Format.cpp Convert.cpp Color.cpp Gtypes.cpp
  t.cpp Lang.cpp LangInfo.cpp parser.cpp XML.cpp Xmlize.cpp JSON.cpp Uuid.cpp Ptr.cpp z.cpp Topic.cpp CoWo
 rk.cpp MD5.cpp SHA1.cpp InetUtil.cpp Socket.cpp Http.cpp Dli.cpp Win32Util.cpp

There were errors. (0:00.12)

Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by nlneilson on Mon, 15 Oct 2012 00:55:06 GMT
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I don't know what you are trying to do with the struct T1{

but if you just want a character out of the String you could try:

add this
using namespace std;

```
String T = "TTT";
string t0 (T, 0, 1);
String T2 = t0;
Cout() << "t = " << T2 << "\n";
```

U++ may have something to do this but I don't know what that would be without the "using namespace std;"

Note that String T2 = t0; is necessary to change the string to String.

Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by omari on Mon, 15 Oct 2012 06:57:20 GMT
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this code is a use case to demonstrate the bug,
I mean I have the problem with the following variable types:
String, struct, array, and also with std :: string.

Subject: Re: Bug: String and others composite types are evaluated as "<void>" in debugger
Posted by nlneilson on Tue, 16 Oct 2012 03:52:39 GMT
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I have been having problems lately when compiling with MSC8.

MSC9 and 10 seem to be OK.

I installed MSVC++ 12 but have not gotten the compiler linked up to Upp yet.
