Subject: GDB debugger refactored and multithreaded
Posted by mdelfede on Tue, 25 Feb 2014 17:27:53 GMT
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Hi,

now Gdb_MI2 debugger can use multithreading (compile with MT flag).
This makes debugger quite more responsive.
Data panes are updated by a background thread (in MT mode) or with a timed callback (in non-MT mode).

Here some features:

- Pane to display 'this' data members, along with locals and watches

- Decoding of some Upp containers, more to come

- Data display mostly in background

- Ability to stop a running program (Async break), only for POSIX (linux) by now

Please test it!

Ciao

Max