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Subject: Parse error in debugger

Posted by [busiek](#) on Thu, 13 Mar 2014 14:09:33 GMT

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Hi,

I gave a try to new debugging code on a simple program with a memory leak:

```
#include <Core/Core.h>
```

```
int main(int argc, const char *argv[])
{
    Upp::MemoryBreakpoint(628);
    int *ptr = new int(1);
    ptr = new int(2);
    delete ptr;
    return 0;
}
```

Ide crashes with "Parse error". It makes debugger useless for tracking memory leaks.

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Subject: Re: Parse error in debugger

Posted by [busiek](#) on Thu, 13 Mar 2014 17:18:22 GMT

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I tracked down the error. The error is thrown in `ReadNumber()` which is used in `Gdb.cpp`. When I change all `ReadNumber()` to `ReadNumber64()` it works ok. Of course this is not a solution. The problem is that on 64-bit architecture addresses and thread ids are too long to read it by `ReadNumber()`.

I forgot to mention that this error occurs for legacy interface.

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