
Subject: bug debugger does not display variable value correctly

Posted by [aftershock](#) on Tue, 07 Apr 2015 13:00:26 GMT

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Hi,

I had this in the ide.

```
for (int i=0;i<9;i++)  
{
```

```
}
```

```
for (int i=0;i<89;i++)  
{
```

```
}
```

if I hover over the second i and the execution is in the second loop, it does not display i correctly.

It shows the value of i of the first loop.

A.

Subject: Re: bug debugger does not display variable value correctly

Posted by [mirek](#) on Sun, 26 Apr 2015 12:07:38 GMT

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aftershock wrote on Tue, 07 April 2015 15:00Hi,

I had this in the ide.

```
for (int i=0;i<9;i++)  
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}
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for (int i=0;i<89;i++)  
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if I hover over the second i and the execution is in the second loop, it does not display i correctly.

It shows the value of i of the first loop.

A.

Well, I know about this for quite some time, but I am not sure I can fix that. To understand the issue, our ability is limited by what the debugging API gives us. I believe in this case, windows debugging api simply ignores second 'i'.

But I might be wrong. Will add to RM and try to investigate.
