Subject: Debugger freezes
Posted by slashupp on Sun, 17 Jul 2016 11:19:46 GMT
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Linux

I'm trying to debug within a Paint() routine: the Debugger stops on the breakpoint
and then everything stops/freezes.

I have to Ctrk-Alt-F2 into a CLI-session to kill the debugged app.

I found the messages about _DBG_Ungrab() but cannot access it - not defined in any header,
nor does declaring it 'extern' work.

Any advice?

Subject: Re: Debugger freezes
Posted by slashupp on Sun, 17 Jul 2016 11:55:47 GMT
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I've drilled deeper and found

gdk_pointer_ungrab(CurrentTime); in Ctrl::PanicMsgBox()

I then did:
#include <gdk/gdk.h>
and in my Paint()-routine added gdk_pointer_ungrab(CurrentTime); just before the breakpoint
position.

This works and I can now debug.

Is this the right way of doing it?

Subject: Re: Debugger freezes
Posted by mirek on Sun, 31 Jul 2016 11:39:17 GMT
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Seriously, in X11, debugging is sometimes unreliable risky bussines. More that often, to debug
GUI, it is better to use DLOGs, especially in Paint.

Mirek