

U++ - Feature #782

Debug in separate console as option in TheIDE

05/16/2014 04:17 PM - Zbigniew Rebacz

Status:	Approved	Start date:	05/16/2014
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>In my opinion user should decide how he/she wants to debug his/her applications. For example some time ago I used OpenSceneGraph (Pure 3D GUI app) with Core components inside IDE and I was obliged to debug in console.</p> <p>BTW, Is this code correct? What dose forceconsole flag mean? (ide/Debug.cpp)</p> <pre>bool console = FindIndex(SplitFlags(mainconfigparam, true), "GUI") < 0 forceconsole; if (console && !debug_console_apps_in_console) console = false;</pre> <p>In this case flag "debug_console_apps_in_console" has got the biggest priority.</p> <p>At the end I would like to know if the following name for option is appropriate: "Debug console applications in separate console". The second probleme here is following variable name: "debug_console_apps_in_console".</p>			

History

#1 - 06/09/2014 05:24 PM - Miroslav Fidler

Well, I am sorry for the delay, took me a while to figure out what the goal is here.

Please correct me if I am wrong:

You want the option to force ide to run application without "GUI" flag without opening the console. Am I correct?

Well, putting that into main global environment is not that good idea IMO. 'forceconsole', which you ask about, is "Debug"/"Run options" "Always open console (POSIX)" Option. If we are about to implement what you need, I would say we should put "Always run without console" there. Is that OK? (No need to post a patch, I would faster fix that myself...)

#2 - 06/09/2014 05:24 PM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

#3 - 06/09/2014 07:52 PM - Zbigniew Rebacz

- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

You want the option to force ide to run application without "GUI" flag without opening the console. Am I correct?

Yes, I would like to have such feature.

Well, putting that into main global environment is not that good idea IMO. 'forceconsole', which you ask about, is "Debug"/"Run options" "Always

open console (POSIX)" Option. If we are about to implement what you need, I would say we should put "Always run without console" there. Is that OK? (No need to post a patch, I would faster fix that myself...)

OK, but will this option work only with selected package? I mean that there will not be global option for turning off console.

#4 - 06/16/2014 10:41 AM - Miroslav Fidler

- Status changed from Patch ready to Ready for QA
- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

Like this?

#5 - 06/23/2014 09:33 PM - Zbigniew Rebacz

- File RunLayoutImprovements.png added
- File ide.lay added
- File Debug.cpp added
- Status changed from Ready for QA to Patch ready
- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

OK, It seems that it works great, but I have several comments.

First of all we should change a little bit "RunLayout" to make it more polished. (Comp image - RunLayoutImprovements)

The second thing is lable "Run console (POSIX)". If it is only POSIX functionality why not to hide this options by conditional compilation (ide/Debug.cpp):

```
#ifndef PLATFORM_POSIX
    dlg.consolemode.Hide();
    dlg.console_label.Hide();
#endif
```

Please notice that console_label is new variable from improved layout. But, I would like to notice that console always works on Windows, so I don't think that this option is necessary. What do you think about this???

I enclose following files (all from ide package):

RunLayoutImprovements.png - Comp image

ide.lay - RunLayout improvements

Debug.cpp - conditional compilation

#6 - 07/06/2014 05:06 PM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files

Debug.cpp	7.4 KB	05/16/2014	Zbigniew Rebacz
DebugInConsoleOption.png	65.8 KB	05/16/2014	Zbigniew Rebacz
ide.lay	44.3 KB	05/16/2014	Zbigniew Rebacz
ide.h	30.7 KB	05/16/2014	Zbigniew Rebacz
idewin.cpp	20.3 KB	05/16/2014	Zbigniew Rebacz

Config.cpp	5.69 KB	05/16/2014	Zbigniew Rebacz
RunLayoutImprovements.png	33.4 KB	06/23/2014	Zbigniew Rebacz
ide.lay	44.4 KB	06/23/2014	Zbigniew Rebacz
Debug.cpp	7.47 KB	06/23/2014	Zbigniew Rebacz