
Subject: no variables in debug mode

Posted by [superdev](#) on Fri, 02 Sep 2022 19:58:56 GMT

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Trying to debug GUI app (debug mode, full debug info).

But all watches are "undefined" and tabs "autos", "locals", "this" are empty.

Subject: Re: no variables in debug mode

Posted by [peterh](#) on Fri, 02 Sep 2022 21:05:59 GMT

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Sounds unusual.

Current stable build is Build 16270, try this.

I had recently unusual effects, Reasons where this:

- 1)
I unpacked the update into my existing c:\upp directoy tree without previously deleting the contents. This caused problems.
- 2)
Upp autodetected compilers that where on a backup drive, but these where not installed in the OS.
(This was a drive that previously was C: in my old computer and I installed it as backup and to get the data as a second drive into my new computer)
This seemed to work, but caused problems later. If this is the case donot use these compilers.

Install the current stable or later build into a fresh and empty directory structure.

Do not use compilers where you are not sure if they are properly installed.

If possible use the supplied CLang compiler.

I have used the stable build and currently use a nightly build and have not seen problems since I use this method.

If you use external compilers make sure they are properly installed, possibly re-install them.

I have Visual Studio 2022 installed and this compiler seems to work. However I do not use it.

If you cannot use the CLang compiler then at least try it and compare if there are the same problems.

If the problems persists, probably more information about the installation and compiler is needed. I am not a regular userr here, I use Upp only occasionally, but this often, for learning purposes and have not seen such problems.

Subject: Re: no variables in debug mode

Posted by [superdev](#) on Sun, 04 Sep 2022 22:49:14 GMT

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peterh wrote on Fri, 02 September 2022 23:05...

Actually there are vars in "autos" (and they can be watched) but only global ones. It's like i'm missing smth.

I use the compiler supplied with upp-win-16236.

I've changed some options. I'm not sure they are related to this problem.

I'll try fresh stable build later.

Subject: Re: no variables in debug mode

Posted by [Oblivion](#) on Sun, 04 Sep 2022 22:54:55 GMT

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I can confirm this.

I tried with the last night's build (clean). No variables were shown...

Best regards,
Oblivion

Subject: Re: no variables in debug mode

Posted by [peterh](#) on Mon, 05 Sep 2022 03:01:46 GMT

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Hhm, I do only simple stuff. I see this:

Autos are shown.

In "Locals" however, "count" is not shown, "this" and "w" (procedure params) are shown.

Buid 16323

Edit:

If I add them to a watch I see all in the watch.

I have only a very small test-project, maybe this makes a difference.

File Attachments

1) [locals.jpg](#), downloaded 743 times

The screenshot shows a C++ IDE with several tabs: main.cpp, CtrlLib.usc, Gui21.lay, and src.tpp. The main.cpp file is open, showing the following code:

```
1 #include <CtrlLib/CtrlLib.h>
2
3 using namespace Upp;
4 template <typename TCtrl>
5 struct MyCtrl : public TCtrl {
6     int count = 0;
7     MyCtrl()//:TCtrl() // Default constructor wird automatisch aufgerufen, deshalb
8     {
9         // WhenEnter << []{Cout() << " Enter "};
10    }
11
12    virtual void Paint(Draw& w) override {
13        //w.DrawRect(GetSize(), White());
14        TCtrl::Paint(w);
15        w.DrawText(2, 2, AsString(count));
16    }
17
```

Below the code editor, the debugger window is open. The 'Autos' tab is selected, showing the following variables:

Autos	Locals	this	Watches	CPU	Memory	Threads	0x53e4	MyCtrl<Upp::EditString>::Paint(w=)
count							0 0x0	
this							77a891f7e8->{ count=0, edge={ coloredge=NULL -2147483648, edge=7ff7bd17b840, ctrl=	
w							{ }	

Subject: Re: no variables in debug mode
Posted by [superdev](#) on Thu, 15 Sep 2022 19:29:01 GMT
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Also is there way to determine debug/release in code?

Subject: Re: no variables in debug mode
Posted by [peterh](#) on Fri, 16 Sep 2022 03:37:03 GMT
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There is a call "IsDebuggerPresent()" which tells you if a debugger is attached.
(This will probably also return "true" if the program was compiled in release mode and a debugger is attached)

Also there are logging macros which are only compiled in debug mode.
So there must be a macro (preprocessor symbol) which is defined in debug mode only, but I do not know the name.
Possibly study the logging macros and their source to see how this works.

Alternatively you can add your own macro to the compiler options.

Subject: Re: no variables in debug mode
Posted by [superdev](#) on Sat, 17 Sep 2022 14:57:09 GMT
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peterh wrote on Fri, 16 September 2022 05:37 There is a call "IsDebuggerPresent()" which tells you if a debugger is attached.
(This will probably also return "true" if the program was compiled in release mode and a debugger is attached)

Also there are logging macros which are only compiled in debug mode.
So there must be a macro (preprocessor symbol) which is defined in debug mode only, but I do not know the name.
Possibly study the logging macros and their source to see how this works.

Alternatively you can add your own macro to the compiler options.
Good idea, thanks. Found it: `_DEBUG`

Subject: Re: no variables in debug mode
Posted by [superdev](#) on Fri, 11 Apr 2025 10:28:49 GMT
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Debug watches don't work under windows7. Any ideas how to fix this w/o windows upgrade?

Subject: Re: no variables in debug mode
Posted by [superdev](#) on Tue, 15 Apr 2025 11:44:02 GMT
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superdev wrote on Fri, 11 April 2025 12:28 Debug watches don't work under windows7. Any ideas how to fix this w/o windows upgrade?
Found the solution: `dbghelp.dll` from Windows 8.1 SDK Debugging Tools

File Attachments

1) [dbghelp.7z](#), downloaded 180 times
