Subject: Debugger support for enum values would be nice
Posted by cbpporter on Fri, 12 Sep 2014 06:56:13 GMT
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I recently got tired of debugging (when it works in TheIDE) of some numeric values and switched to enum, only to find that they are still displayed as numeric.

It would be great if the values were displayed like VS does.

Or just figure out how to compile and debug under VS .

Subject: Re: Debugger support for enum values would be nice
Posted by mirek on Tue, 16 Sep 2014 12:15:15 GMT
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You can compile in theide and debug in VS. There is even a hotkey for that (Alt+F5).

I will try to add enum support, if dbghelp.dll allows... (for now, file RM task)

Subject: Re: Debugger support for enum values would be nice
Posted by cbpporter on Tue, 16 Sep 2014 12:27:31 GMT
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You mean with "Mdbg.exe"? I don't know which is worse: the completely random debugging of TheIDE or an interface that is not as good as gdb .

And how do you pass parameters to the externally debugged program...

Subject: Re: Debugger support for enum values would be nice
Posted by mirek on Wed, 17 Sep 2014 21:04:24 GMT
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cbpporter wrote on Tue, 16 September 2014 14:27mirek wrote on Tue, 16 September 2014 15:15You can compile in theide and debug in VS. There is even a hotkey for that (Alt+F5).

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You mean with "Mdbg.exe"? I don't know which is worse: the completely random debugging of TheIDE or an interface that is not as good as gdb .

And how do you pass parameters to the externally debugged program...

No, you can start Visual Studio (e.g. from commandline or theide) and pass .exe as parameter. At least, it used to work, a couple of years ago. I know Tom Rylek, original U++ coauthor, was using VS for debugging all the time; I am quite happy with theide pdb debugger (well, now there are some problems it seems, but that will be fixed fast), that is I am not sure about current status.

Mirek
